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VISIONS
MTV
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1 WINNER TAKES
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First Peek!
At Sonic & Knuckles' Revolutionary New Technology
First Blood!
Mortal Kombat II On Genesis & Game Gear
DOOM
GENESIS
32X
32 Bits of Blood & Guts
First Look!
New Game Rating System
MATURE
M
EARLY CHILDHOOD
eC
3+
TEEN
T
AGES 13+
October/November 1994 US $3.95 Canada $5.25
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SEGA
DYNAMITE HEADDY
GENESIS

SEGA
DYNAMITE HEADDY
GAME GEAR



SPIN INTO 3-D ACTION! Attack from all sides with full 360° rotation! Now that's a well-rounded Headdy!



STICK IT TO 'EM! Use **Spike Head** to bust 'em and dust 'em – talk about making a point!



HOOP IT UP! Noggin'-knock your best shot in the head-boppin' special bonus round!

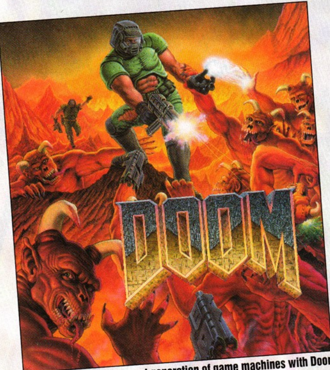


Inside Action

SEGA VISIONS



The inside scoop on Sonic & Knuckles. Page 18



Blast your way into the next generation of game machines with Doom on Genesis 32X. Page 12



New industrywide rating system for video games. Page 4

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REVIEW THIS!

The crazed critics and rabid reviewers of *Sega Visions* have cornered a whole new crop of killer carts and CDs for yer consideration.



Earthworm Jim is wigglin' his way onto Genesis. Page 34

Beavis and Butt-head get their own game, and it doesn't suck! Heh-heh, heh. Page 66

What's the Sega Club? Page 102



DEPARTMENTS

Say What?

Overheard at Sega

New, Industrywide Rating System Unveiled For Video Games

New Ratings Will Be in Place by Christmas

After months of Congressional hearings and sensational stories in the press, the major players in the video game industry have banded together to support an all-new, comprehensive rating system for interactive entertainment. Sega — which created an independent rating board years ago and has long labeled its products and conducted public-education campaigns — was at the forefront of the effort.

The new game-rating system was shown before a joint Congressional hearing on July 29 by the Interactive Digital Software Association (IDSA) in a culmination of a year-long cooperative effort between Congress and the industry.

"The profile of Sega's consumer has grown," says Ed Volkwein, senior vice president of marketing at Sega of America. "More than half of Sega CD users are over 18. Game content reflects this more diverse audience. The ratings help consumers select appropriate titles."

Better Consumer Information

Five new rating classifications (see "The New Ratings," at right) will give consumers information on the age appropriateness and content of new video games, according to Jack Heistand, senior vice president of Electronic Arts and chairman of the IDSA board of directors.

"Three months ago, the IDSA came forward and committed to establishing a rating system that would put the control in the hands of parents and other consumers," says Heistand. "Today, we are pleased to make good on that pledge."

The system was designed by Dr. Arthur Pober, formerly of the Children's Advertising Review Unit of the Council of Better Business Bureaus and now executive director of the new Entertainment Software Rating Board (ESRB).

"This system will give consumers the credible, reliable, understandable information they need to make informed purchasing decisions," says Heistand. "In particular, it will help parents to more effectively oversee the video games their children play. It is the most comprehensive entertainment rating system developed for American consumers."

An Independent Rating Board

Under Dr. Pober's direction, each new game will be evaluated by three individuals who have no ties to the industry. These individuals will assign an appropriate rating symbol and attach descriptions of the audiences that would find the title appropriate. The system will be available for all interactive entertainment platforms and will be monitored by outside experts from child-advocacy groups, the academic community, the video game industry, and retailers from across the country.

Based on estimates provided by IDSA members, roughly 45 percent of the Christmas releases may carry the new rating system. An advertising advisory committee will also develop a code of conduct to ensure that the new ratings will be effectively used in product advertising.

Sega Takes Steps Toward The Future

The new rating system will replace the Videogame Rating Council (VRC) labels currently carried on Sega titles. Sega created the VRC — an independent rating council comprising experts in education, entertainment, and child psychology — and offered it to game publishers at a time when no uniform, industrywide rating system existed. Sega also launched comprehensive educational campaigns to help families monitor and regulate video game play by children.

"Sega implemented its own rating system, and the impact was loud and clear — there was a resounding cheer from consumers," says Ed Volkwein.

Sega later banded together with other leading companies in the industry — including Nintendo of America, Sony Electronic Publishing, Acclaim, Atari, Capcom, Crystal Dynamics, Electronic Arts, Konami, Philips, Viacom New Media, and Virgin Interactive — to create IDSA.

The New Ratings



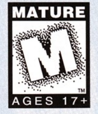
The Early Childhood category will contain games recommended for children age 3 and older who have preliminary communications skills such as fine motor coordination, the ability to use computer support material, and reading.



The Kids to Adult category will include games recommended for audiences from age six to adult. These titles may require more advanced reading, thinking, and communications skills and will have broader types of content.



The Teen category includes games recommended for audiences 13 and older.



The Mature category includes games recommended for audiences over the age of 17.



The Adults Only category is for products limited to audiences over the age of 18.


MICKEY MANIA
THIS NOVEMBER... IT BEGINS.
GENESIS SEGA CD
OFFICIAL SEGA SEAL OF QUALITY
NYR
Not Yet Rated
This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.
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Sega and MTV Disclose Sonic & Knuckles Secrets in International TV Special

Gaming's Biggest Secret to be Unveiled Live from Alcatraz

In a monster media event broadcast around the planet, Sega will team up with MTV to give the world its first glimpse of *Sonic & Knuckles*'s revolutionary technology Monday, October 17 on MTV.

"Rock the Rock" will show live footage of the game's backward-compatibility feature, which allows *Sonic & Knuckles* to be played with both *Sonic 2* and *Sonic 3*.

The program will originate from Alcatraz, the world-famous prison island near San Francisco. Fifty global gamers, culled from a field of more than 100,000, will compete for the title of World's Best Video Game Player and a $25,000 grand prize.

"Sega chose Alcatraz, the world's most secure location, to unveil the top-secret technology in *Sonic & Knuckles*," said Tom Abramson, Sega's group director of promotions. He noted that this is the first entertainment special broadcast from "the rock," known in its day as the most escape-proof prison in America.



A full week of frantic *Sonic & Knuckles* activities will lead up to the special broadcast. Local competitions will be held in 40 worldwide markets, with the winners being immediately handcuffed, dressed in prison uniforms, and rushed to their nearest airports. After being flown to San Francisco, they will participate in a high-speed chase through the city streets. The finalists will then be transported to Alcatraz, where they'll be locked in cells and released to compete as the event unfolds.

Five additional winners in the United States will be randomly selected from calls to a special 800 number. You can find the number and details at special *Sonic & Knuckles* displays at your local video game retailers.

MTV will broadcast "Rock the Rock" in Europe, Japan, and Canada, as well as the United States. Check your local listings for MTV program times.





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BLINK...
AND
YOU'RE
HISTORY.

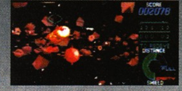


Ultimately, it has come down to this...You, alone in the gunner chair with the entire Red Eye armada in your face.

Yet somehow, as you grab hold of your 15-ton lasercannon, it actually feels like you've got a chance against these unrelenting alien mercenaries...

A chance in hell, that is.

***Starblade* on the Sega CD. Intergalactic Armageddon has arrived.**



It takes about two-tenths of a second for a Red Eye cruiser to toast its target... don't miss!



Atomic destroyers, pentagon fire orbs, Red Eye blasters...so many enemies, so little time.



Furious deep space dogfighting...just like the arcade classic!





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



The Game Creator

Yo Sega!

Upgrade to the Next Generation

Yo Sega!
I am an avid video game player at Northeast Missouri State University. I just read an article concerning your Saturn project. I own a Sega Genesis and a Sega CD, and I wonder whether I did the right thing by purchasing these products. Granted, I enjoy both very much, especially the Sega CD, but one of the main reasons for getting the Sega CD was to expand the gaming possibilities the Genesis already had (and to have the best system available). Now I read about your Saturn, and it blows away the CD! I realize there must be a lot of pressure from other companies making 32-bit machines, but the Sega CD should have almost limitless possibilities. Besides, you guys are a much more stable company as far as video games are concerned. Why do we need another system to play great games? Why can't we just upgrade the systems we already have? What ever happened to the coprocessing idea for the CD utilizing the cartridge slot on the Genesis? Where are the extra RAM cartridges you promised for storing saved games? And the biggest question of all: Should I get rid of my $2,000 worth of Sega equipment and start all over with the Saturn, since it will be the best?

E.S., St. John, MO

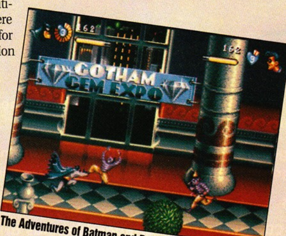
Good news. You don't have to abandon your Genesis or Sega CD or your present game library to get the next generation in video gaming. The Genesis 32X will upgrade your Genesis and Sega CD to a true 32-bit powerhouse that delivers the arcade experience at home. Check out the cover story on page 12 to see just how cool this system is. And check out the CD Backup RAM Cart on page 82 to get the most out of your CD game play. As for Saturn, Sega of America hasn't officially announced the release of this amazing new machine in the U.S., so our lips are sealed. Stay tuned to these pages for the official scoop.

The Comics Cometh

Yo Sega!
I really love your comic-related games such as *Avengers, X-Men, Batman,* and *Superman.* What new comic titles are coming out?

C.L., Waynesboro, TN

***Look for* The Tick *from Fox Interactive and* The Death and Return of Superman *from Sunsoft in the near future. The biggest news is* The Adventures of Batman and Robin *from Sega, based on the hit animated series. The game's producers are working closely with DC Comics and the animation artists from the show to make this the comic hit of the year. We'll carry a complete preview in an upcoming issue of* Sega Visions.**



The Adventures of Batman and Robin, coming from Sega.

Animation Adoration

Yo Sega!
Besides being a video game enthusiast, I also love Japanese animation. This new rave is really taking off in America with videos and novelties. And now the animation is being converted to the video game format. Will these games be available in America?

K.T., Jefferson, TX

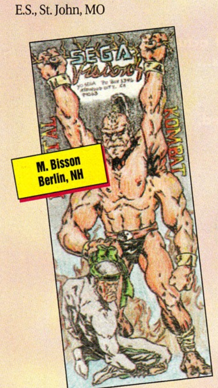
Look for Akira *from THQ soon.*

So Many Games, So Little Time

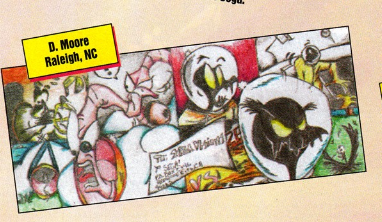
Yo Sega!
Help! I can't find enough games I really enjoy. It may be because of my advanced age (38). I can't stand the Action/Adventure games. I hate RPGs. I like a game I can play for 15 minutes, save, and return to finish. I don't have hours. I love *Greatest Heavyweights.* Now that's action. I like *Mortal Kombat* and *Mutant League Football.* I can play any of these for 15 minutes or 2 hours. There must be more play-and-save games that don't consume hours.

J.B., Medina, OH

***Well, besides* Mortal Kombat II *(see page 24), check into other great combat games like* Eternal Champions, Super Street Fighter II, *and* The Art of Fighting. *You might also want to try puzzle games that let you play for a few minutes or a few hours, saving your game at the completion of each puzzle. Try* Flashback, Pac-Attack, *or* Knights of the Sky *(a WWI strategic dogfighting game). If you have a Sega CD, check into* Sid & Al's Incredible Toons, Heart of the Alien, *or* Prize Fighter.**



M. Bisson
Berlin, NH


D. Moore
Raleigh, NC




Michael Wagoner
Compton, CA



Demented Designers, Crazed Codes

Yo Sega!
When people find codes and tricks for games, does the designer put them in, or are they mistakes and bugs?

J.C., Chuluota, FL

Some (very few) are legitimate bugs, some (very many) are hidden tricks programmed in by deranged designers, but most of them are created for the people who have to test each game to make sure it passes Sega's quality-control standards. Secret codes let testers skip ahead to advanced levels, battle bosses with extra powers or invincibility, and pick up selected items without spending hours tracking them down.

Bringing the Arcade Home At Warp Speed

Yo Sega!
Why do games come out in the arcade so much earlier than they do on the Genesis?

M.B., McDonald, TN

Traditionally, the companies that created arcade games licensed the titles for development on home platforms once the games were successful. With Sega's new Titan technology, however, many of the new games being developed for the arcades will be quickly ported over for home use. Basically, the Titan technology uses the same chips in arcade and home machines. For a good example of how arcade titles can be quickly and completely translated to a home machine, check out the article on Star Wars Arcade *on page 15 of this issue.*

Check It Out

Hi sonic could you Cash this check and give me sonic3 in the mail. then I will sen you another Check. whonch I get sonic 3.

To Buy or Not to Buy

Yo Sega!
My mom said that if I get the Sega Channel I won't have to get another video game for the Genesis again. I was wondering if that was true. Do you store every game that Sega has made on the Sega Channel?

J.J., Toms River, NJ

The Sega Channel features up to 50 games each month, some of them brand new or not yet released (limited by how many levels or how much time you can play), and some of them complete games from the library of hit Genesis titles. Remember, though, these games change each month, and you can't play a game that isn't on the channel. Hundreds of games are available for the Genesis, with hundreds of new titles being added each year. The only way you can play a game whenever you want is to own the cart.

Mom Needs RPG Support Group

Yo Sega!
Help! My mom is addicted to your RPGs. She can sit down for eight hours straight playing. Is this normal?

C.M.G., Groton, CT

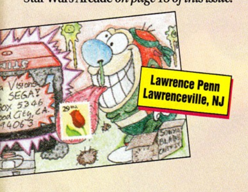
Yeah, it is. You may want to show her the cheats for Shining Force II *in this issue (page 40). She'll probably still play for eight straight hours, but she'll cover more ground.*

Kano Correction

Yo Sega!
In the April/May issue of *Sega Visions*, you stated that only Sub-Zero, Rayden, and Johnny Cage can fight Reptile in *Mortal Kombat* for the Sega CD (page 59). On Genesis, Kano's Fatality move is Block, Away, Away, and Low Punch. You said that no other fighter could fight Reptile because they all have to use Block in their Fatality moves. I, however, found that to be wrong. Once I forgot to tap Block on Kano's Fatality. I just tapped Away, Away, and Low Punch. After I got the Double Flawless, I got to fight Reptile.

M.R., Kansas City, MO

You wily gamer. It sounds like you've discovered a hidden trick in the Genesis version of Mortal Kombat. *(Remember, we reviewed the CD version in the issue you're talking about.) You shouldn't be able to pull off Kano's finishing move without using Block, but you apparently have found a way. Great cheat!*



Lawrence Penn
Lawrenceville, NJ



Got an Opinion?
Let us know what's on your mind!
Sega Visions
Yo Sega!
P.O. Box 5346
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OF YOUR HEAD, YOU'RE DEAD MEAT.

SHOTGUNS, HAND GUNS, LASERGUNS, GRENADES, FLAMETHROWERS, ROCKET LAUNCHERS...

IT HELPS IF YOU'RE RUTHLESS.

IF YOU AREN'T, YOU'RE DEAD MEAT.



THE FIRST 3-D, 360-DEGREE, FIRST PERSON SEARCH AND DESTROY MISSION ON SEGA™ GENESIS.™







ACCOLADE


Sneak Peek
GENESIS 32X
Welcome to The Hallways of Hell
Doom Delivers Pulse-Pounding Peril On Genesis 32X
Nightmarish monsters prowl every corridor and crawl space.
The raw processing power of twin 32-bit RISC chips makes Doom as fast moving as it is visually stunning.
DOOM
GENESIS 32X
Life is cheap. Ammo is precious. Make every shot count.
Every second of this game is a life-or-death struggle.

OVERVIEW

Only the awesome speed and power of the Genesis 32X could bring video gamers the true pulse-pounding, shell-pumping nightmare that's known as *Doom.* You're all alone, plunging headlong into one hostile hallway after another, facing an almost endless stream of bloodthirsty monsters. As you rip your way through a wall of monster flesh, you need to sniff out the secrets of each lethal level. Discover hidden rooms and chart out horrific labyrinths of the damned. In the process, you'll find the deadly tools you need to survive. *Doom* is the ultimate first-person combat and exploration game. You'll uncover a huge, hellish world...if you live to see it.

MATURE M AGES 17+

32 Bits of High-Octane Action on Your Genesis

The great thing about next-generation video games like *Doom* and *Virtua Racing Deluxe* is that you can play them on the Genesis you already own, thanks to the revolutionary Genesis 32X.

The Genesis 32X plugs into your Genesis cartridge slot, combining the existing architecture of the machine with the raw, screaming power of twin 32-bit RISC processors. This makes the machine 40 times faster than conventional 16-bit consoles, with the power to display thousands of colors, scale and rotate objects, and display seamless, high-speed 3-D digital imaging.

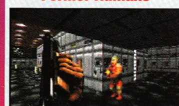
The entire system also supports the Sega CD, so expect to see a new crop of next-generation CD titles. And, of course, you don't have to abandon your current library of Sega titles. You can still play Genesis carts through the Genesis 32X with no change in game play.

The Genesis 32X is slated to ship to stores in November. It will carry a suggested price of $159.99 and include coupons for saving $10 each on six new Genesis 32X games (including *Doom*). Ask your retailer when you can get *yours.*

Monsters and Mutants

Some of the Beasts You'll Encounter

Former Humans



Yesterday you were swapping war stories. Today you're swapping lead. Plentiful but not too tough.

Imps



They throw slow-moving fire balls and look reeeeeeal ugly. One close-range Shotgun blast is your best protection.

Former Sergeants



They carry stripes and Shotguns. Grease 'em for extra shells.

Demons



Big, bubble-gum-colored bulldogs. Stuff a Chain Saw in their mouths.

Armor, Health, and Power-Ups

Things That Help You Go Faster, Hit Harder, and Stay Alive

Green Armor



Increases your armor level to 100 percent.

Health Potion



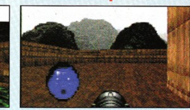
Increases your health by 1 percent, even beyond the 100 percent mark.

Blue Armor



Increases your armor level to 200 percent.

Soul Sphere



Increases your health by 100 percent, up to a maximum of 199 percent.

Helmet



Adds 1 percent effectiveness to your armor, to a maximum of 299 percent.

Backpack



Allows you to carry additional ammo. Especially helpful when you're using the Chain Gun.

Medikit



Increases your health by 25 percent, up to 100 percent.

Invisibility Sphere



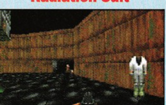
Makes you partially invisible to enemies for a short period of time.

Stimpack



Increases your health by 10 percent, up to a maximum of 100 percent.

Radiation Suit



Protects you from radiation, heat, and radioactive waste materials for a brief period of time.



Weapons

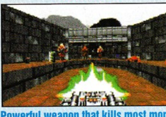
Deadly Tools of the Trade

Plasma Rifle



Good rapid-fire weapon with variable effect, depending on the enemy.

BFG9000



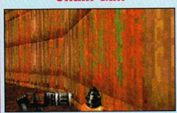
Powerful weapon that kills most monsters with one shot.

Shotgun



Your best all-around weapon. One shot will take out many of the monsters you encounter, and the broad shot pattern forgives poor aim. On the down side, it takes some time to pump a new shell into the chamber, so it's a limited weapon when you're surrounded by a lot of monsters.

Chain Gun



Limited stopping power, but it keeps firing as long as you have ammo. Use it in rooms where you're surrounded by a lot of monsters (like the circular stair chamber on the west side of the fourth level).

Fist



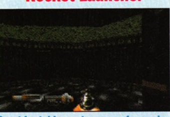
The most basic form of combat. Does limited damage, unless you get a special Berserk Pack power-up.

Pistol



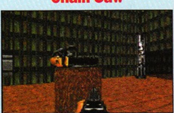
This is your basic weapon. You always have it, and you can usually find ammo for it. It does moderate damage and can fire rapidly.

Rocket Launcher



Great for taking out groups of enemies at long range. In close quarters, however, the blast does a lot of damage to your character.

Chain Saw



Gruesome and effective in hand-to-hand combat. It never runs out of ammo, but you have to be real up close and personal to use it. Once acquired, the Chain Saw takes the place of the Fist.

Ammo and Exploding Objects

Things That Go Fast, Blow Up, And Cause Destruction

Ammo Clips



Dropped by Former Human enemies. Bullets work with both the Pistol and the Chain Gun.

Ammo Boxes



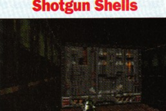
Found on most levels. Includes a larger supply of conventional bullets.

Toxic Waste Barrels



These explode when you shoot them. They'll damage anyone nearby (including you). Shoot them from a distance to help take out enemies.

Shotgun Shells







Found on various levels. You can pick up additional shells by running over Shotguns dropped by Sergeants.

Rockets





Used with the Rocket Launcher for big-time destruction — at a distance.

HOT HINTS

First Level

- ✓ Look for an oddly colored wall section just after you cross the Zig Zag Bridge. Press it to find a passageway that leads to Blue Armor.
- ✓ After cleaning out the Exit Room, go back to the Zig Zag Bridge and run to the left across the waste pool. You'll find a Shotgun and Medikit.
- ✓ Return to the entrance of the Zig Zag Bridge Room, turn around, and race across the Bridge. At the halfway point, veer left and head for the left wall in the alcove. An elevator takes you to a secret room filled with goodies.

Second Level

- ✓ Head right when you enter the first room and look for an oddly colored panel on the side of the central computer complex. Press it to find a secret room with Green Armor, a Backpack, and a switch.
- ✓ After throwing the switch in the secret room, head up the stairs on the same side of the corridor. A door will be open to the outside, where you'll find a Chain Gun and a Soul Sphere.
- ✓ In the computer maze, shoot the wall directly behind the Green Armor. This will reveal a corridor that leads to the Chain Saw. Look for a switch to lower the Chain Saw within reach.

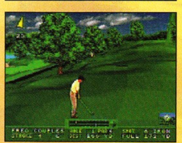
Other Arcade Action Titles On the Genesis 32X

Sega has a whole crop of Genesis 32X and Sega CD 32X games slated to release this year. In addition, virtually every major third party has committed to 32X development. An estimated 60 titles will be released in the first year alone. Here are a few of the games that should be ready when the system ships in November:

Golf Magazine® Presents 36 Great Holes Starring Fred Couples

One to four players can tee up on the golf title that delivers everything you could ask for: sand traps, lush fairways, long drives...you name it. The superb 32-bit graphics make every detail of the course come to life in vivid color and detail. And you can play with Fred Couples, who gives you expert advice and comments on your game.

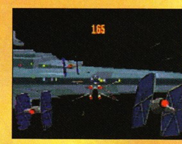




Star Wars® Arcade

Straight from the arcades, the Star Wars legend continues in a spectacular space saga that could come home on only the Genesis 32X. Tear across a galaxy of textured, polygon-based graphics in your X-Wing fighter. You'll face the enemies of the Star Wars trilogy — including the universe's most nefarious heavy breather, Darth Vader — as you battle your way to the final confrontation: a suicide mission to destroy the Death Star.









Virtua Racing™ Deluxe

Believe it or not, this baby moves twice as fast as the original *Virtua Racing!* This hot new version of the already legendary race game gives you three cars and five tracks. Dazzling, 3-D polygon graphics put you behind the wheel of the fastest, most exciting Driver available. It looks and races just like the arcade version.













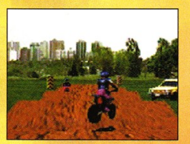
Metal Head™

Command a massive mechanical warrior as you move through urban streets, ghettos, forests, and even the 'burbs. One or two players can pilot these awesome war beasts, taking on armies of mechanized opponents. The texture-mapped polygon graphics delivered by twin 32-bit RISC chips make this game an outstanding battle cart.



Super Motocross™

The Genesis 32X delivers 12 bone-rattling courses for the virtual-motorcycle-race enthusiast. Take 30-foot-high leaps over triple obstacles. Tear up the track with three classes of motorcycle. From the dust in your eyes to the mud in your hair, this game delivers true motorcycle action.



FAILURE TO IDENTIFY ALL 36 OF THESE HELMETS SUGGESTS THAT PERHAPS BADMINTON IS MORE YOUR SPEED.



COLLEGIATE LICENSED PRODUCT

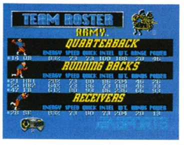


If it's in the game, it's in the game.™

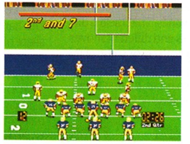
Introducing windowless passing for an unobstructed view of your receiver [unless he's got a cornerback in his face].

TOURNAMENT 4 WAY PLAY SERIES

New ability to check energy levels adds fatigue factor to the game. Cot not included.



BILL WALSH COLLEGE 95 FOOTBALL



From formations like the Veer, Flexbone and Tee [Notre Dame in the red zone] you can run 36 new plays that would make Bill Walsh smile [or cry].



RECEIVING

		RECEPTIONS	YARDS	AVG	LONG	DROPS	FMB	TDS
#18 SE	1 Michigan	40	548	13.7	42	1	2	4
#85 SE	2 Miami	38	417	10.9	44	3	0	6
#20 SE	3 California	37	525	14.1	46	2	1	3
#04 SE	4 Georgia	35	515	14.7	48	3	0	6
#83 SE	5 Kansas State	35	519	14.8	56	2	1	3
#42 SE	6 BYU	33	478	14.4	57	2	1	2
#80 SE	7 Stanford	32	411	12.8	58	1	1	4
#83 SE	8 Texas	32	341	10.6	34	0	1	3
#17 SE	9 Washington State	32	361	11.2	68	1	0	5
#11 SE	10 Tennessee	31	467	15.0	54	1	1	5

Position stats tracked all season long let you know who's hitting and who should be hitting the showers.



This box contains 100% real college teams, helmets, logos, colors, nicknames, rules, plays, polls and traditions. Nothing artificial. Dig in.



Dreaded Red Meets True Blue

The Bad Egg Returns

So you saw Robotnik's Death Egg bite the dust in *Sonic 3*. Did you really think that would stop him? As it turns out, the doctor's fallen deep inside the Floating Island, and you've gotta face him down before he rebuilds his rocket ship and wreaks more havoc with the inhabitants of the Floating Island. So what do you have to do? It depends which character you play.

Sonic and Knuckles each have different games. That means different levels and different moves. Sure, they both cover some of the same territory. But each character has his own route, hidden areas, and personality.

Knuckles: Friend Or Foe?

Sonic knows who Robotnik is and why he must be stopped. But Knuckles has a mission of his own. After a bomb rudely awakens him from a peaceful snooze, he'll stop at nothing to stalk down the culprit. He'll glide, blast through rocks, and scale sheer walls to end the bad egg's reign. What else? Check out that hair.

Head to Dread

Die-hard *Sonic* fans get their share of special features as well. And when you play as Sonic, your story and Knuckles's intersect. That's right. Sonic and Knuckles actually meet. How do they get along? What would you expect when two spinning blazes of attitude collide?



Be prepared.



This spider-crane is the perfect size for an echidna.



This could be Knuckles' wheel of misfortune.

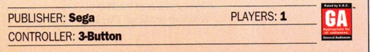


What's up, Knuckles?

SO KN

OVERVIEW

What's blue, red, and attitudinous all over? What else but *Sonic & Knuckles?* The world's fastest hedgehog stars in his boldest, wildest Adventure yet. But wait — who's the red guy with the dreadlocks? It's none other than Knuckles, a speedy echidna with some incredible new moves of his own. Sonic had better keep an eye on him! This one-player spin-fest is another giant leap forward in Genesis gaming. For those thumb wizards who've mastered *Sonic 3,* this one's packed with trickier puzzles, tougher enemies, bigger bosses, more weird contraptions, hidden areas galore, multiple endings, and awesome backward compatibility with *Sonic 3* and *Sonic 2.* So what are you waiting for? Rev up that spin attack, and get ready for gaming like you've never seen before.



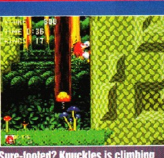
PUBLISHER: **Sega** PLAYERS: **1**

CONTROLLER: **3-Button**

GA

The Echidna: Exhibit A

What can an echidna do that a hedgehog can't? Knuckles has the answers.



Sure-footed? Knuckles is climbing the walls.



They don't call him Knuckles for nothing. His block-busting prowess can take him places that Sonic can only dream about.



Dreadlocked echidna or caped superhero? You be the judge.



New Territory for Knuckles



For even more game-play options, check out Sonic & Knuckles' backward compatibility with Sonic 3 and Sonic 2. You should have guessed that Knuckles was too big to fit into one game! Sega's revolutionary Lock-On™ Technology lets Knuckles bust through totally new pathways and mazes in Sonic 3 and 2. He'll find scores of new hidden areas, power-ups, and adventures never seen before — not even by Sonic.

Hanging Out with Sonic



The Echidna: Exhibit B










Sonic, Knuckles. Knuckles, Sonic.


Bounce on a mushroom for a lift up...


...or hold on tight for a ride down.

Brand-New Bonus Rounds

Sonic 3 gave you one bonus round. Now you get a wild glowing-spheres adventure and an all-new combination pinball/slot machine.


Rack up those rings in the all-new Glowing Spheres bonus round.

Some of the new bonus rounds have that Vegas touch.

Dancing in the Dark

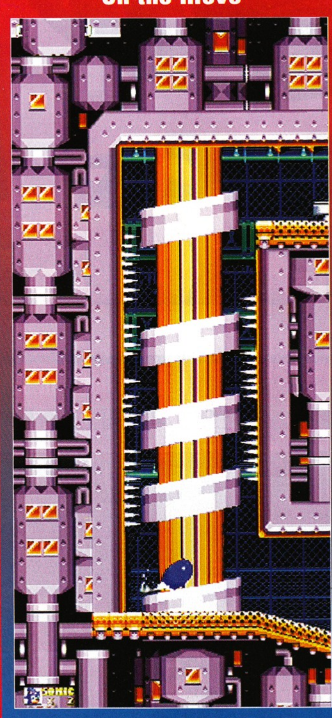
Robotnik's into saving energy, sort of. At the bottom of the Sandopolis Zone, the lights keep going out on Knuckles. Unless he wants to be ghost meat, he's gotta search for switches to turn them back on.


When it's completely dark, the ghosts start to attack.


When the lights go down, the ghosts come out.


Knuckles hits the lights. And not a moment too soon.

On the Move





Robotnik will regret the day he attacked Knuckles.

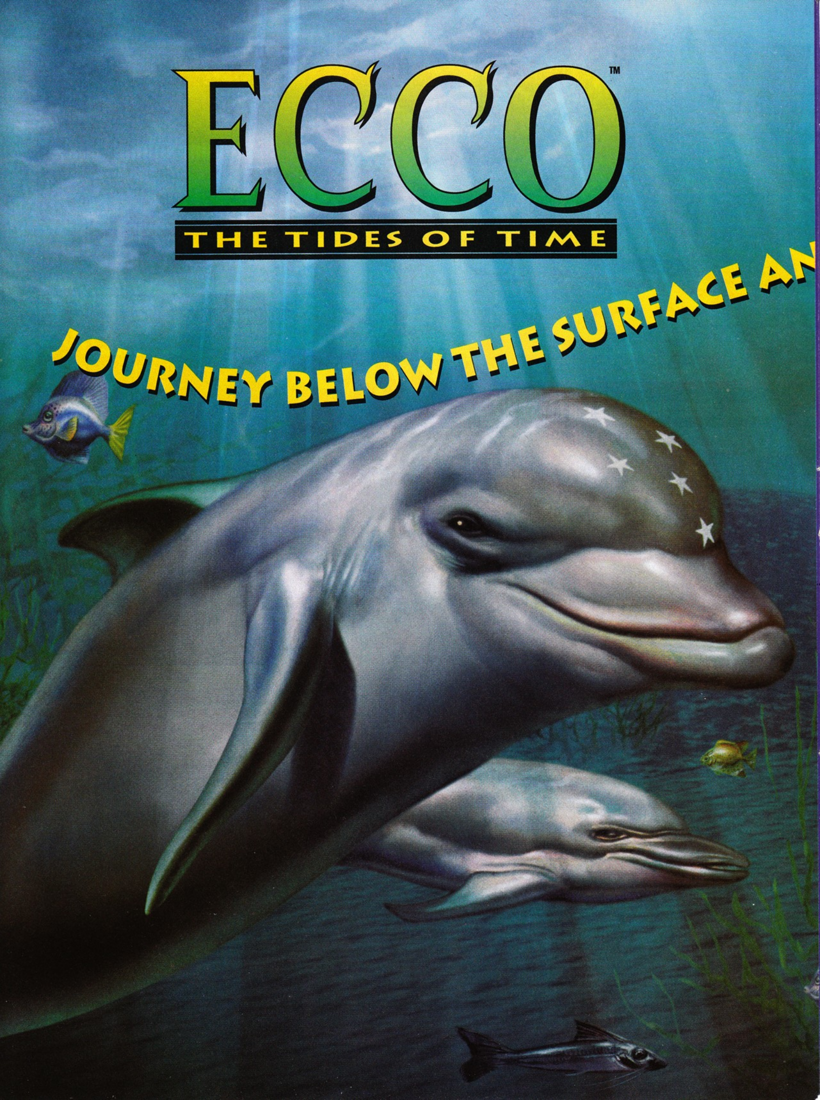
Knuckles is having one of his best hair days ever.

Hand over hand, Knuckles. Hand over hand.

Knuckles can get door-to-door service in the Sandopolis Zone, if he knows how to ask for it.

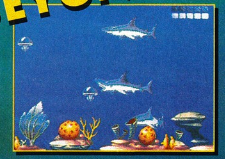
Getting Those Power-Ups Isn't Easy

It don't mean a thing if it ain't got that swing. Repel off surfaces for extra impact.



ECCO™
THE TIDES OF TIME
JOURNEY BELOW THE SURFACE AN

...D BEYOND YOUR IMAGINATION!



ECCO MORPHS! Transform into a shark, a seagull, or other creatures to avoid detection and danger! Which one is Ecco?



DITCH THE WITCH! Make it past Medusa and her treacherous tentacles to safety–or you may have to start all over again. Now how does that grab ya?



SHELL OUT! Peel off the eels without getting that crushing feeling–then get the shell outta there!



OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!



SET SAIL! Travel the seas in all new 3-D stages. Jumping through these rings will get you where you're going. And wherever you go, there you are!



MAKE NEW FRIENDS! Meet Trellia, a dolphin from the future, here to help Ecco defeat the Vortex.

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!













Maximum Mortal Mayhem

If It's in the Arcade, It's in Here!

A Karnival of Kombatants

Mortal Kombat II gives you seven new fighters. The guy with the teeth and mighty slicing blades is Baraka. Kung Lao is the fella with the steel-banded buzz-saw hat. Blue-masked Kitana is plenty handy with her fans. Mileena carries a pair of Sai. Jax is the burly bare-chested guy with powerful fists. Green ol' acid-spitting Reptile is now fully playable. Shang Tsung is back in playable morph-ready form. You'll find two of the original characters from the first *MK* conspicuously unplayable and missing — Kano and Sonya Blade — but you'll see them chained in the background in one of the stages. Of the five remaining original characters, each has at least one new Mortal move (in addition to new Fatalities, Friendships, and Babalities). Scorpion has his new Scissor Takedown and Air Throw. Rayden has his amped-up Electrocute. Johnny Cage does a new Shadow Uppercut and has both high and low Fireballs. Sub-Zero now has a terrific Ground Freeze. And Liu Kang can now toss low and high Fireball attacks.

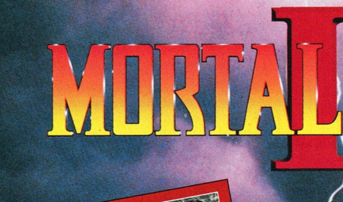
This Blood's For You!

So what about the Finishing moves? Well, you've got six minimum per character. Once you learn the motions for the Dead Pool, they're good for all the fighters. Every kombatant has an individual move that works in both the Pit II stage and the Tomb (spikes). Each fighter can also execute a Friendship, a Babality, and two final and fearsome Fatalities.

When you hear "Finish him!" and your opponent is swaying on his feet, a Friendship might make paper dolls or grow a flower for your enemy. The Babalities send your foes back to their days of burping up pablum and messing diapers. The moves are strong on horror-movie-style gore, go heavy on the wet sound effects, and take talent and timing to accomplish. Go for Scorpion's fiery Toasty with the great "toasty" digitized voice, pop a cranium with Jax's Fist Clap, or throw Sub-Zero's Super Ice to bust his foes into flying chunks of frozen human bits. With all the moves, great fighters, and secret characters, *Mortal Kombat II* approaches immortal proportions.

Attention, Parents

Due to the graphic nature of this title, *Mortal Kombat II* is an MA-17 game and is not appropriate for all audiences. *Sega Visions* is featuring unaltered screens to show elements of the game some players may find objectionable. Parents should take a look at the screens shown before deciding that the game is suitable for their children.

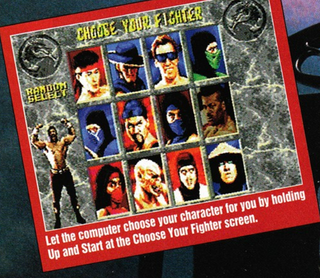


OVERVIEW

***Mortal* madness has set in. You want it all, don't you? OK. You've got it. All the moves, all the characters, all the extreme karnage, and all the action are in *Mortal Kombat II* for the Genesis from Acclaim Entertainment. This one takes you as close as your TV can get to the coin-snatcher version. One or two players get to choose from 12 killer fighters, make slamburger in ten fantastic backgrounds, go for at least six wild Finishing moves per character, and seek battles with three difficult hidden kombatants. Whether you bake your opponents a birthday cake or quick-fry them to a crackly crunch, *Mortal* mayhem is bigger, better, and (hence the rating) much more bloody the second time around.**

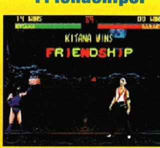
PUBLISHER: **Acclaim** PLAYERS: **1 or 2**
CONTROLLER: **Activator, 3-Button, 6-Button (recommended)**





Let the computer choose your character for you by holding Up and Start at the Choose Your Fighter screen.

Friendships!



If I knew you wuz comin' I'd a baked a cake....Do Kitana's Birthday Cake Friendship by hitting Down, Down, Down, Up, and Low Kick.



Hello Dolly! Well, hello Dolly. It's so nice to have you back where you belong. Sub-Zero offers up a doll-size version of himself in this Friendship by hitting Away, Away, Down, and High Kick.



Get down. Boogie, oogie, oogie. Liu Kang rejoins the seventies in his Disco Ball Friendship by tapping Toward, Away, Away, Away, and Low Kick.



Somewhere over the rainbow... Check out Shang Tsung's Rainbow by tapping Away, Away, Down, Toward, and High Kick.

HOT HINTS

✓ Mileena is the best overall fighter. She's got sweep, speed, and reach as well as projectile speed in the air and on the ground; she can teleport away from opposing projectiles; and she gets in the hits.

✓ Jax can be considered the second-best fighter. He's got the best offense. His slow movement and less-than-powerful Uppercut are his weaknesses.

✓ Learn your moves and kombos against a nonexistent second player. This gives you time to figure out the moves without being attacked and maimed.

✓ Play 250 battles with a friend or against the computer. When you reach number 250, the Mortal Madness pauses for a quick seven-point game of Pong!

✓ You can use the Block button while doing any Fatality. This keeps you from flailing about and hitting the enemy before completion of the move.

✓ Each Fatality has its proper range. Some are face to face, others are within sweep distance, and still others are a full screen away. Try them at various distances if you can't get them to work.

Babalities!



Johnny Cage makes Baraka wish he'd brought a pacifier. Do Cage's Babality by hitting Away, Away, Away, and High Kick.



Mileena wore the purple mask even when she was a squalling little curtain climber. Zap 'em with Kitana's Babality by hitting Down, Down, Down, and Low Kick.



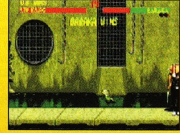
Doesn't itsy-bitsy widdle Rayden look nice in his cute widdle hat? Do Liu Kang's Babality by tapping Down, Down, Toward, Away, and Low Kick.



Jax looks like he needs his nappies changed. You'd fill them too if Sub-Zero tagged you with his Babality. Infantize your opposition by tapping Down, Away, Away, and High Kick.

The Dead Pool





In the Dead Pool stage, you can Uppercut your opponents into the skin-flaying acid pool in the background and watch their stripped skeletons float past as the Finishing move. All your fighters use the same motions to do this Fatality. Hold Low Kick and Low Punch, get face to face, hold Down, and tap High Punch.

II KOMBAT®

In areas other than the Portal (to get to Smoke), you get a Toasty for each good kombo.

The Pit II and the Tomb



Each kombatant has a Mortal move for the Pit II and the Tomb, but once you learn it for a fighter you can use it in both rooms. Watch your opponents fall with a thud into the Pit II or take an Uppercut that impales their carcasses on overhead spikes. Here's the list:



Baraka
Toward, Toward, Down, High Kick

Kung Lao
Toward, Toward, Toward, High Punch

Kitana
Toward, Down, Toward, High Kick

Mileena
Toward, Down, Toward, Low Kick

Scorpion, Sub-Zero, and Reptile
Down, Down, Toward, Toward, Block

Rayden
Up, Up, High Punch

Johnny Cage
Down, Down, Down, High Kick

Jax
Up, Up, Down, Low Kick

Liu Kang
Down, Away, Toward, Toward, Low Kick

Shang Tsung
Hold Block (during whole move), Down, Down, Up, Down



Hidden Characters

Noob Saibot

The name of this hidden character is Noob Saibot (that's the two designers Boon and Tobias backward). You find him by winning 25 matches in a row. He's a palette-swapped ninja (this time in shadow) who's truly tough to see against the dark background. He's fast and uses Scorpion's Spear and lots of throws. You must beat him to keep your win streak alive.

Jade





So how do you find Jade? Fight your way up to the match before the big question mark on the Battle Plan. In this match you must win one round against the computer using only your Low Kick button. Win the round, and you face a palette-swapped green female ninja named Jade. She wails with Kitana's fan, and she's seriously quick.


Smoke





Smoke seems to be the toughest of the hidden folks to whup. This guy is a palette-swapped gray ninja who constantly exudes smoke, hence the name. He uses Scorpion's Spear and is fast and cheap. To find him, fight at the Portal stage, Uppercut unceasingly, and when Mr. Toasty (Dan Forden, sound designer) appears, hold your D-Pad Down and hit Start. In a two-player game, the first to tag Down and Start fights Smoke.

Fatalities!



Dragon snacks are yummy. This one is especially juicy. Do Liu Kang's Dragon Fatality by hitting Down, Toward, Away, Away, and High Kick.



Kitana and Baraka sittin' in a tree, K-I-S-S-I-N-G. First comes bloat. Then comes explodage. Now get a squeegee to clean up the mess. Kitana offers up her Kiss of Death when you tap Low Kick and Toward simultaneously, Toward, Down, and then Toward.



Pop goes the weasel! Cage plays "where's the waist?" with his Torso Fatality by tapping Down, Down, Toward, Toward, and Low Punch.



How many licks does it take to get to the center of a Reptile? One. Reptile does his Tongue Fatality by hitting Away, Away, Down, and Low Punch.

WWF RAW IS WAR™

GENESIS™ | WWF RAW™ | GAME GEAR™







ALL NEW MEGA-MOVES LIKE THE FIELD GOAL KICK!



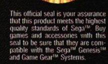
FIRST 4-PLAYER WWF® GAME!



OUT-OF-THE-RING MAYHEM!



NEW PINS AND SUBMISSIONS!



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Game Gear™ Systems.



Portable Kitana Komes To Town!

HOT HINTS

- ✓ Each of the fighters uses the same move to spike opponents – Toward, Away, Toward, and Punch.
- ✓ Mileena is the most well-rounded fighter. She's quick and can attack both in the air and on the ground.
- ✓ Shang Tsung has the most moves and can counter virtually anything if you're good with the morphs and all the characters.
- ✓ Use the Block button consistently and attack only when fairly certain of the outcome.
- ✓ Let computer fighters inside sweep range, and they come in quickly for a cheap throw.

Eight Killer Kombatants

Nope, they couldn't get the whole arkade game into the Game Gear version, but they did yeoman's work and got darned close. You get to play with eight skull-kracking kombatants. Choose from Liu Kang, Sub-Zero, Kitana, Mileena, Scorpion, Jax, Reptile, and Shang Tsung. You get their regular *Mortal* moves, you get their incredibly final Fatality moves, and you even get to impale the loser of your choice on the spikes. *MK II* Game Gear has even managed to pack in some of the arkade's hidden features, like the battle with Jade. This is a more-than-solid portable rendition of one of the hottest Fighting games of the decade, and it looks great on your Game Gear — colorful, large sprites and detailed backgrounds. Kommit mayhem, in portable form — it kicks keister.



Choose your im-mortal fighter at the Character Select screen.



How about a little high-voltage punishment with Jax's Energy Wave? Tap Down, Away, and Kick to blast 'em.



Shred some kombatant with Kitana's Fan Throw by hitting Toward, Toward, and Punch and Kick (simultaneously).

Finding and Fighting Jade





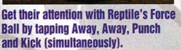
To fight the elusive Jade, win the preceding two-match round (just before question mark on Battle Plan) by using only your Kick button. When the next round starts, you'll warp to Goro's Lair for the battle with Jade. Watch her — she's quick and cheap.



Get their attention with Reptile's Force Ball by tapping Away, Away, Punch and Kick (simultaneously).



Your opponent will definitely get the point(s) with Mileena's Sai Throw. Do it yourself by holding Punch for two seconds.



Go for a bit of fighter fishing with Scorpion's Spear by hitting Away, Away, and Punch.

OVERVIEW

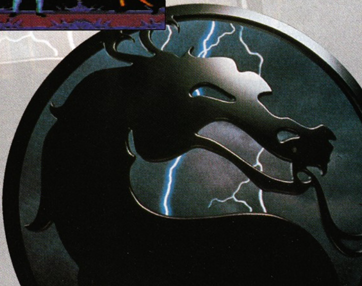
Road warriors, prepare. Prepare for maximum *Mortal* madness. Prepare for one- or two-player (Gear-to-Gear) karnage. *Mortal Kombat II* for Game Gear from Acclaim Entertainment busts loose the to-go Fatalities and Mortal Moves for the small screen. Choose from eight kombatants in three backgrounds, search for hidden characters, and go for the explosive finishing moves on your way to whupping Kintaro. At an MA-17 rating, this product may be too gory for younger audiences, but older gamers get all the moves (and the blood) in a solid little portable cart.

PUBLISHER: **Acclaim Entertainment** PLAYERS: **1 or 2**

GEAR TO GEAR? **Yes**

MA-17





neglecting certain body parts?

TEAM PLAYER™ SIXTEEN THUMBS COMPETING. HOW? EIGHT PEOPLE. TWO TEAM PLAYERS. ONE SPORTS GAME.

[they will improve your game.]

MEGA MOUSE™ CLUTCH AND ROLL. MAKES ROLE PLAYING GAMES FASTER. EASIER. REALLY.

ACTIVATOR™ LEGS, ARMS, WHATEVER. USE THEM WITH THIS TO MAKE ANY GAME BETTER. (ESPECIALLY FIGHTING GAMES.)



GENESIS™ EXTRAS










It's a long way down if you swim into a whirlpool. Sonar these sky-canal hazards to make them disappear.

Ecco Sails into New Seas of Adventure

Seas of Beauty, Seas of Danger

Worlds of Wonder

Ecco's original travels through past times and alien worlds are a tough act to follow, but *Tides of Time* comes through with new dimensions, sights, and sounds. This game takes Ecco through two possible futures. In one, ocean life, the sea, and all the surrounding planets and skies live in harmony. The other is cold and mysterious, full of unending dangers, machinelike surroundings, and the deadly descendants of an evil and familiar enemy. *Tides of Time* is packed with everything that made the original an undersea blast. The songs of Ecco's victory over the deadly Vortex Queen still echo through the vast underwater world. But now you have to sing, swim, and explore in wild new ways. Each of the gigantic levels is filled with threats and friends both familiar and new. Trellia, your friend and descendant from the future, will lead you on fantastic adventures. You'll have to save trapped baby whales, dodge the jaws of approaching sharks, and even sing to yourself to gain crucial clues.


Carry two baby orcas at once to save time and air.

Mystical elements and abilities help Ecco through his second adventure. Silvery teleport rings, scattered through various places and times, can carry Ecco across entire oceans in an instant. Sky canals connect distant seas. And Ecco's new morphing capability links him crucially with the waters. lands, and skies that he must traverse. You'll need to transform him into a shark, a sea gull, and other creatures in order to restore peace to the waters.


Search each level high and low for one of these power-ups. Sonar it, and you can launch a four-way sonar attack by double-tapping Button A.

Taking the Plunge

Easy mode gives first-time *Ecco* players a guiding light to follow when things get confusing. Hard mode will keep even the best game players on their fins (they should be prepared for some serious challenge in the Medusa Tube and force-scrolling levels). And with *Tides of Time*'s password save and unlimited continues, you'll never get bored or frustrated.

Perhaps the most spectacular addition is the stunning 3-D perspective. The realism of the animation will amaze you as Ecco swims toward and around enemies, ocean life, and teleport rings. Jump high toward the starry sky, admire the rock reefs in the distance, and cut through the cool ocean water with a brilliant splash toward the next shimmering teleport ring. The gorgeous graphics and animation will take your breath away.

OVERVIEW

Ecco returns in an adventure that will thrill an even larger audience of gamers. Players who found his first adventure a solid challenge (and those who may have found it way hard) will love this accessible Action/Adventure title. In this one-player Genesis quest, our bottle-nosed hero faces new challenges that take him across more than 40 levels of gorgeous graphics, from his breathtaking watery home to the strange yet vivid skies of the future. With sensational 3-D game play, terrific sound, and challenging puzzles, Ecco will sweep you away.

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated

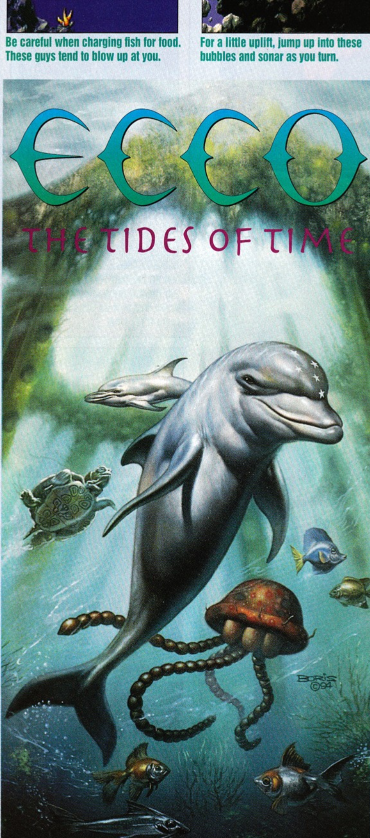

The kelp forests can bog you down.



Be careful when charging fish for food. These guys tend to blow up at you.



For a little uplift, jump up into these bubbles and sonar as you turn.



Glyphs

Not all glyphs serve the same purpose. Here are a few to look out for:





This spark is the glue for several glyphs that need to come together.



These cracked-door glyphs are open just a short amount of time. Swim fast or charge through the opening so that you won't need to get the key glyph's song again.



Look for this extremely important glyph in later levels. Sonaring it into its short-and-wide state will cause it to take a thin, tall shape. This enables Ecco to return to this point if he is defeated, but it won't work unless it's tall and narrow.

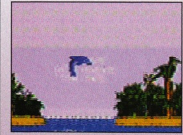


Some key glyphs are broken in half. Sonar the upper halves to the lower halves to mend them.



Turtles are friends, but they can get annoyed when a singer uses them to swim against strong currents.

Ecco Makes a Splash on Game Gear, Too

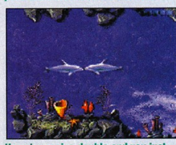


Ecco leaps into action on Game Gear.



Are these fish friends or food?


Low on air? Scan the sonar map for precious underwater air bubbles.

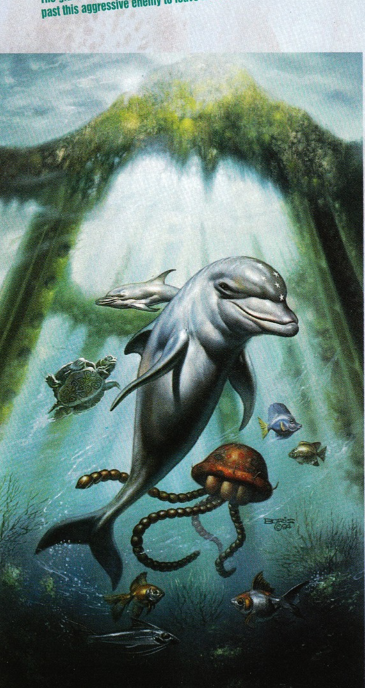

If you're seeing double and you just can't pass your mirror image, strike up a conversation with yourself.


These guys can get testy if Ecco follows them too closely. Hang back, and they just might open a few doors.

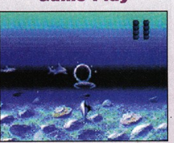

Old friends can lend a helping hand.

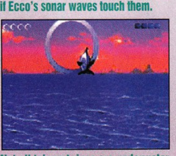

You begin the game in this chamber. Break the shells and swim up to play in Hard mode. For Easy mode, swim up through the empty canal. Swim to the right for the Default mode.


The giant medusa doesn't want you to find the sky-canal exit. Swim past this aggressive enemy to leave it in the dust...for a while.



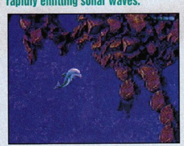
Dazzling 3-D Game Play


Easy does it—teleport rings disappear if Ecco's sonar waves touch them.


Not all teleport rings are underwater. Dip toward the ocean floor, then press Button B as Ecco comes up toward the ring.


Flying is strictly for the birds... and dolphins?


Light the way in the Sea of Darkness by rapidly emitting sonar waves.


Need to get a rock over a barrier? Push the rock up to the obstacle, swim straight down over it, press Up on the D-Pad until the rock is parallel to the barrier, let the rock begin to fall, and charge it into the barrier.

Swim down the left of this canal and use the sonar charge attack to avoid the giant moray eels.

If you can't find a way over a rock wall, search the sky for a metasphere. Swim underneath it, charge, and swim fast toward it. As Ecco reaches the apex of the jump, he'll transform himself into a small bird.

Ecco can carry two of the Asterite's spheres at once. Get the second one quickly, or the first will drop away.

HOT HINTS

- Look for the Magic Arm. If you can collect its bubbles, you'll be able to emit heat-seeking sonar waves when traveling in the 3-D stages.
- You don't need to pass through a teleport ring to activate it. You only have to touch it.
- If you sonar a glyph and it does nothing but vibrate, knock it out of its resting place by singing at it from an upward diagonal position.
- After rescuing all the baby orcas, swim to the front of the pod and look for a stray. When he whistles, follow him.
- If you've helped the Asterite and you're running out of air, try swimming down the Asterite's center.
- Seek out Blackfin the Dolphin, who leads you through the Four Islands. Press Button C to catch up. Otherwise, he returns to his waiting place and you must begin again.
- To defeat the Globe Holder, sing it loose from the walls, sing it into the walls without getting crushed, and swim from corner to corner when it attacks.
- Ecco still remembers the Charge Attack song he learned in his first adventure. Press Button B and immediately press Button A to send out this deadly sonar.

Dolphin of a Thousand Faces

When Ecco morphs into other creatures, the game play changes with him. These are some of the forms that he can adopt to propel himself through unfamiliar realms.

Shark



Sharks are fish, not mammals. In other words, they need oxygen. Swim back and forth rapidly to replenish Ecco's air meter.

Jellyfish



The key glyph that you need lies just beyond the strong upward current. You can't make it to the surface for air. Use the metasphere.

Sea Gull



The great circle of life continues out of the water. Fly slowly and on a horizontal path, and be ready to fly down diagonally when the predatory birds swoop in.

Bigger and Badder On the Genesis!

Earthworm Jim Suits Up For Action

An Annelid (Look It Up) with an Attitude

A Slim but Powerful Jim

Here's the deal. Jim (regular worm) gets hit by a falling indestructible robonic suit and becomes superhero-size. On his tail is a bounty hunter named Psy-Crow. You gotta take out Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed, Slug-for-a-Butt, and save Princess What's Her Name (the Queen's less-than-identical sister). Whew. Talk about yer rough day for a grub.

Jim's relationship with the suit is somewhat tenuous. Sometimes Jim can control the suit, and sometimes the suit controls Jim's movements and actions. Often Jim is just a suit accessory. You use the worm as an additional appendage while moving head over hand across chains (the second hand is holding the Plasma Blaster). Jim is used as a whip, as a jump rope, and for tons of sight gags that humiliate our invertebrate hero and no doubt make him feel like a...well...worm.

Segmented Fun for The Whole Family

Earthworm Jim requires you to bring all your game-play talents to the table. This isn't some blind run-'n-gun that has you just holding down the shoot button while running to the right. You get plenty of practice with your Plasma Blaster (it fires in 64 directions), but you'll also have a fine time learning the intricacies of Worm Whipping your way up collections of hooks, Head Helicoptering through seas of spikes, controlling a submersible pod (with very limited air) through rock mazes, riding a rocket through waves of asteroids while fending off Psy-Crow, chasing a runaway suit while in pure lowly worm form, and more.

Jim was created by the same group of game hounds that did the work on the blockbuster Genesis title *Aladdin*. They've even improved the animation processes that made *Aladdin* so spectacular. The result? Jim is a visual feast, as well as a heck of a game. With his hilarious digitized speech, great cartoon sound effects, and tons of keep-you-interested-in-leaving-the-volume-on tunes, *Earthworm Jim* will have you waiting with baited breath (sorry) for your turn at the controls.



OVERVIEW

There's joy in Mudville. Inspired greatness is about to make the processors on your Genesis squeeze out every bit of their power. Who'd have predicted there'd be all this fuss over a lowly, dirt-eating, pink-sectioned worm? *Earthworm Jim* from Playmates Interactive Entertainment and Shiny Entertainment is about to make the Action fans of the world a bunch of very happy gamers. This one-player cart sets new standards for originality, varied play types, and sheer gotta-play-it frolic. One thing, though — this cart is no cakewalk. *Jim*'s gonna kick your butt, and even worse, you're gonna like it. This is a game that should cause fear in the hearts of average programmers the world over.

PUBLISHER: **Playmates Interactive Ent.** PLAYERS: **1**
CONTROLLER: **3-Button**



HOT HINTS

- Check the edges of the screen for whippable hooks and listen for ricochets in places where they're hiding.
- Use Jim's Head Helicopter to get extra distance or maneuver Jim into narrow entrances.
- If you can't seem to get an enemy with straight bullets or plasma, try whipping and then shooting.
- Some areas take thinking. Use your puzzle-solving abilities to get past obstacles that have no obvious answer.
- There is always a way to reach bonus objects. Sometimes the path is unusual.
- When hanging from your head, hit Up to avoid enemies that can reach you.
- Search for hidden warps, secrets, more-linear paths, and stuff to collect everywhere. They're in there.

Bovine Bewilderment



One of the great conundrums of the game is the Launching of the Cow in the first stage. You send the longhorn sailing by whipping the fridge. Keep your eyes peeled, and you'll see your flying steer in each level. Why all the beef? We're not tellin'. There's no way you're gonna milk the answer out of us.



Look After Peter!

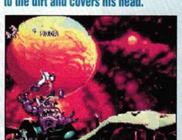


Protect Peter from the cold, cruel world as he merrily skips his way through danger.



When it starts to rain meteors, get hot with your Plasma Blaster. Peter drops to the dirt and covers his head.

When Peter approaches an area he can't cross, Worm Whip him up and over the obstacle.



Let Peter take a hit by falling, getting eaten, or taking a meteor, and he gets a little grouchy in an overt way. He not only takes your energy but also drags you back toward the start of the level.

New Junk City

Immediately after completing the Cow Launch, go right and use your Head Helicopter to squeak into the tiny space between the tires and the rock. Continue left to get an additional Jim and a couple of Plasma Blasters.

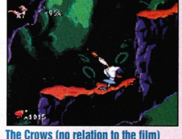




For those that have played the first level and want to get further in the game quickly, here's a warp: As Jim rides down the first pulley cable, jump to the left just before the pulley falls. Immediately whip the antlers on the stuffed moose head and go left. Find the toilet bowl and leap in. You warp to an area just below the battle with Chuck at the end of the level.



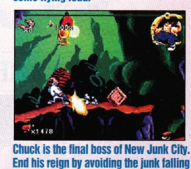
Fifi (Chuck's junkyard dog) is not your friend. Put him (her?) out of your misery with a judicious burst from the Plasma Blaster.



The Crows (no relation to the film) think the worm sticking out of the suit looks mighty tasty. This is a problem. Separate feathers from beaks with some flying lead.



Shoot the Trashcan boss until he is in tank form, then shoot, jump him, and shoot till you finish him. If he touches you, the sequence restarts, so avoid him at all costs and shoot, shoot, shoot.



Chuck is the final boss of New Junk City. End his reign by avoiding the junk falling from the magnet and the rotting fish he spews. Then whip or shoot the crate until it hits the spring and nails him in the keister.

The Professor's Lab



The little Jim-looking head is an extra life. You can collect up to nine of them.

Walk through a fan, and it twists Jim up like a spaghetti strand and yanks him out of his suit. Chase the clothes.

When trapped in the orb cage, enjoy the ride until the cage stops, then come out blasting.



When you reach your runaway suit, jump on top to reconnect.

Deep Sea Tubes



Jim checks out the fine art of hamster riding. Use the Fire button as your Chomp button.



The Deep Sea Tubes have two areas in which you control Jim's travels in a submersible pod. Look for hidden air tubes to help you through the second and longer trip.

Jim, When Left to His Own Devices










One of the many wonders of Jim is the number of idle animations he has in this version (that other system has fewer because of compression differences). The Genesis rendition has eight constant animations and a few that relate to individual levels (find 'em).

Intestines (Exclusive Genesis Level)




The Genesis version of Earthworm Jim has more powerful compression techniques than the SNES. The extra space gets you more music, more sounds, an exclusive level, more animation sequences, and more overall fun. We're betting this makes you feel really guilty about those poor Nintendon't owners who are missing out. Sure. Yeah, right. Check out the Intestines level for yourself.

Use Your Head

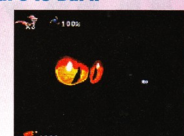


One area of Buttville has you doing the Head Helicopter for the whole level while avoiding complete walls of spikes. Whee. Fun. The good news is, if you bear right, you collect some extra lives.

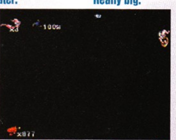
Gosh, It Sure Is Dark



It's dark in here. Creatures are slavering over your wormly physique. Shoot first, ask questions later.



Afraid of the Dark? No? Should be. There are big monsters in here. Really big.



In the first section of the Dark areas, you can bypass all the hassle by going up and left, leaping once to the right from the platform at the top left, and then taking the hidden (everything is hidden, this place is Dark) passage to the left. You get an extra life for your talent and ingenuity. Yeah, sure. Ingenuity. We gave you the cheat.

Welcome to Heck!



Hey! Snowmen in Heck! Blast this one four times with your Plasma (or Worm Whip him when out of Plasma), and his frosty-lookin' butt is history.



While visiting Heck's infernal regions, you'll certainly get the chance to see one of Heck's permanent denizens — the dreaded Lawyer. Take him out by first whipping him into submission, then shooting him. (We make no judgments. It's just the way it is.) Watch out for the paperwork he wields. Dangerous stuff.

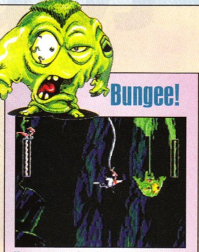


One of the methods of transport in Heck is running on these floating jewel elevators. Note which way it's spinning, leap on, and run in the opposite direction. It's a fine way to travel.

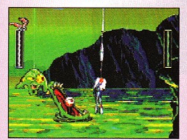


You can distinguish the continue spots on the way through the game by the use of the word CONTINUE. Really.

Bungee!



You must survive three rounds of an amazing airborne Bungee Battle with Major Mucus. All you have to do is bounce him off the sharp rock walls until his cord shreds.

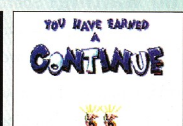


Oops, forgot to mention — you also get to avoid Mucus Flembrain (major mouth on this guy) at the nadir of your fall in rounds two and three. Chomp. Slurp. Gulp.

Rock Tube Bonus Rounds







Between each of the levels you get the chance to get an extra continue by racing down a tube full of asteroids and beating Psy-Crow out the other side. You need to collect 50 bubbles, and you can also get shields on the way to protect yourself from the yellow-suited birdbrain. Get less than 50 and it's no continue, even if you beat the bird.

you'll get old waiting for someone to top SEGA CD.



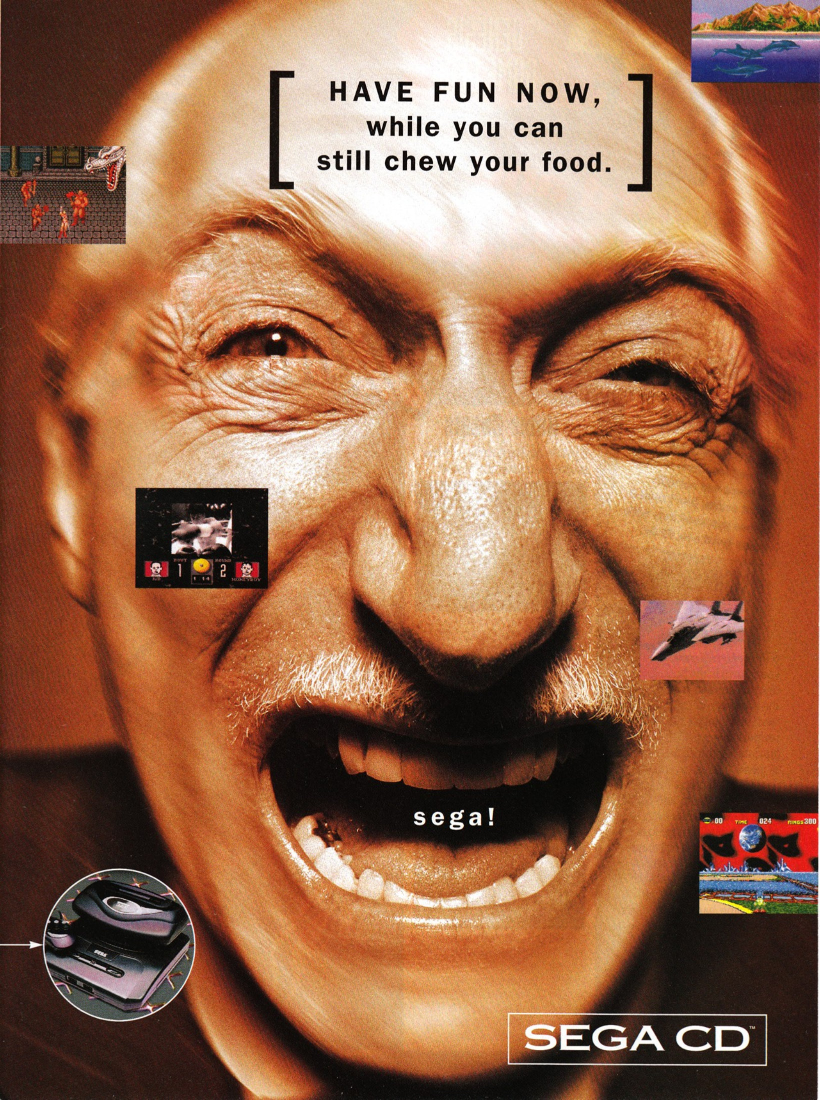




SEGA CD has over **100** outrageously **great games** — and **no waiting!** Sports, Action, Fighting, TruVideo,™ Adventure, RPG — what more could you want? (Alright, we'll even throw in Sewer Shark.™)

SEGA CD has **32-bit** compatibility (if you're wise enough to add a Genesis 32X™). So it has the technological muscle to deliver the kind of intense, epic, **next-GENERATION** gaming experiences you've been waiting for — on CD!




HAVE FUN NOW,
while you can
still chew your food.
sega!
SEGA CD



Hints, Tips, Codes, And Cheats for Shining Force II

WARNING

This article contains detailed locations of magical items and outright cheat codes. Don't read it unless you need help with these great new RPGs.

Surviving The Spears And Spellbooks

Shining Force II casts you as a young hero in the peaceful kingdom of Granseal. A thief has stolen the two jewels of Light and Darkness, unwittingly unleashing an unspeakable evil on the world. As you journey through a huge world of towns, castles, caverns, dungeons, ancient ruins, rivers, mountains, deserts, and oceans, you'll need to muster every ounce of strategy and courage to defeat the many armies of evil that await.

Shining Force II is a massive Role-Playing Game that skillfully blends character development, storytelling, battle strategy, and cinematic combat sequences. The game holds many secret characters and items, not all of which are necessary to complete the quest. If you're having trouble besting the beasties in this epic adventure, check out these vital clues.

Killer Cheats

If you're having trouble with the monsters, try this cheat code:



At the Sega logo screen, enter Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, and then press Button B.

This code is tough. The sequence must begin as the Sega logo letters are grouping together and end before the logo fades to black. If you make it, a short fanfare sounds, signifying that you have successfully entered the code.

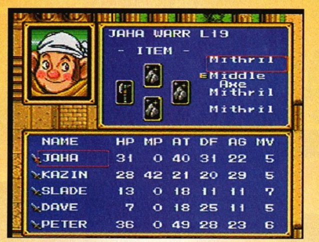


Proceed to the file-select screen (shown above), highlight the option desired, hold Start, and press Buttons A and C at the same time. Do the same thing for the character selection and do it once more to bring up the word configuration. You'll then get menus to access some awesome options.

Battle Strategy

- ✔ Let the enemies come to you. Keeping your forces together on the field increases your chances of survival.
- ✔ To build up experience, use the Egress spell just before the end of a battle. That way you can return and fight the same enemies again, building up your characters in the process.
- ✔ Take out the Bishops and Mages first.
- ✔ Build Kazin up to Level 20 as soon as possible by letting him finish off weakened enemies. His spells are devastating once he's promoted.
- ✔ Equip your flying characters (Peter and Luke) with healing items and antidotes. They have the greatest range and can come to the aid of injured comrades in battle.

Mithril Locations



Mithril is a mythical metal that can be forged into superior weapons for your party members. You'll find it throughout the game in these and other locations:

In Granseal

- ✔ Behind the ruins of the Ancient Shrine.
- ✔ In the tunnel between the Galam jail cells and the kitchen. Look in the center of the northern wall.
- ✔ In front of Granseal Castle in a small black hole, just after the earthquake.

In Hassan

- ✔ On the pier in the top, right-hand barrel.
- ✔ Outside the west fence in a small chest.

In the Elven Village

- ✔ Near the Elven Special Stage, in a chest.

In (or Near) Creed's Mansion

- ✔ In the lowest hidden room, inside a chest.
- ✔ In a field outside, in the middle of an indent in the northern mountains.

In Pacalon Castle

- ✔ In the Treasure Room, in a chest.

Near Maun

- ✔ At the north point of the mountains.

In Metula Shrine

- ✔ In a chest on the right. Open the chest after battle.

Recruiting Rohde, Toasting Taros

Rohde is an anthropologist/ archaeologist who lives in Hassan. You need him to drive the Caravan, which allows you to cross shallow rivers and carry additional party members and items with you. He's interested only in antiquities, though, so you have to complete this sequence if you want him to tag along.



Recruit the old man in the cave on the southeastern edge of the desert found to the east of Hassan.



The old man will open a door to the Ancient Hall, found north of Hassan.



After defeating the monsters at the tunnel entrance, search for a wooden plank.



Use the plank on the tree in the town square of Ribble. This opens the door to a secret cavern. Inside, you'll find the Achilles Sword.



Take this with you when you visit Rohde in Hassan. He'll ask to join you.



Head out to the Taros Ruins, found at the edge of the desert west of Hassan.



Defeat all the monsters before you attack Taros. Then attack him with the character who has the Achilles Sword.



Keep your other characters out of the reach of Taros's attack. Use them to rush in and heal your hero.



After wasting Taros, you get the Caravan, and Rohde carts your stuff for you.

Continued on Page 42

Game Gear Strategy Guide

Shining Force: The Sword of Hajya shines on Game Gear with the same intensity as the Genesis version. In this handheld Role Playing epic, the peaceful kingdom of Cypress has been invaded by the evil forces of Iom. The fabled Sword of Hajya has been stolen, and you must lead a force to retrieve it. The game features 18 unique characters, including Warriors, Mages, Healers, Archers, Birdmen, and Centaurs. You can command up to 12 characters at a time.

Like the Genesis version, this game skillfully blends elements of battle strategy, character development, and adventure storytelling. The graphics are crisp and colorful, and the interface is lightning-fast. The cinematic battle sequences draw the player into a wicked world of monsters, magic, and mayhem.

GA

SHINING FORCE™ THE SWORD OF HAJYA

Characters will give you vital information through conversation.



Take out the enemies who use powerful ranged weapons — Snipers and Archers — as soon as you can.

Up to three separate players can save their games. You can save into these directories as the game progresses.

Keep your party together during combat and attack each enemy with two or three of your party members.

Protect your main character with other fighters and healing spells. If he bites the dust, you lose the battle.



Upgrade weapons as soon as you can afford new ones.



The evil armies of Iom threaten your world.



Your mission: Retrieve the sword of Hajya.



Carry plenty of Medical Herb and Healing Seed.

Battle Tips

- ✓ Put your strongest characters in front to absorb most of the blows.
- ✓ Use your strongest characters to weaken the enemy, then bring your weaker characters (Mages, Archers) up front to finish them off. That way you'll advance all characters equally.
- ✓ Search structures carefully. Level 18 has a Ninja hidden in the castle walls and Level 21 has a Samurai in a lone stone pillar.
- ✓ Items dropped by the enemy may have more than one use. The Heat Axe, for example, raises a character's attack strength, but it can also be used to bombard the enemy with fire balls.

JOINING FORCES



PRESENTS





PLAYING WORLDWIDE OCTOBER 18, 1994 ON SEGA™ GENESIS™



Sneak Feature

Wall-to-Wall Mickey

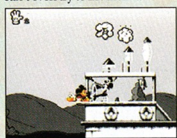
Playing 65 Years of Cartoon Capers


If you get stuck, your trusty pooch might give you a hint.

Mickey's Greatest Hits

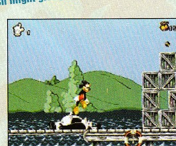
Mickey Mouse's archenemy Pete is up to his old, evil tricks, and only Mickey can stop him. Make that *Mickeys*, 'cuz the modern mouse needs the help of all the Mickey Mouses who've battled Pete in past cartoons. To find them, modern Mickey's gotta think, fight, and race his way through six huge levels of cartoon calamity, starting with a shipboard adventure and up to his most recent hit.

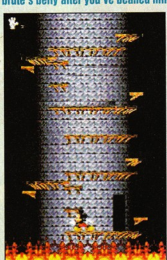
Some of the cartoons may be golden oldies, but the game play is state of the art. And that means tough. The astonishingly diverse puzzles and action will keep you on your toes. Some of the strategy levels will stump even the most expert gamer. Remember, think like a 'toon — stomachs are for bouncing off, chandeliers are for swinging on, and your dear old dog is for sniffing out clues. Other levels are obstacle-ridden 3-D races, like the breakneck-speed moose chase, and still others are bean-or-be-beaned action challenges, like the skeleton-riddled Mad Doctor's laboratory. We can't even try to list them all.

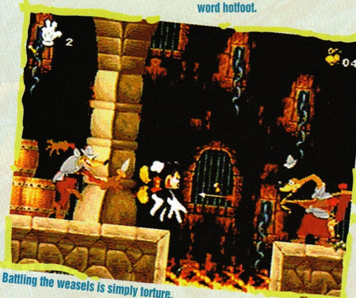

Modern Mickey confronts his past self in Steamboat Willie.

A Mouse And His Dog

The gorgeous graphics are reason enough for you to look forward to *Mickey Mania*. Disney artists produced thousands of animation frames to re-create Mickey's landmark shorts for the Genesis. Mickey and Pluto don't change much with the times, but everything around them does — dramatically. From the black-and-white twenties to the increasingly detailed and colorful thirties, forties, and nineties, *Mickey Mania* is a faithful biography of the world's most popular mouse-and-dog duo. And with side-scrolling, rotoscoped, and 3-D adventures, this game shows off its stars from every angle.


Add insult to injury: Bounce on the big brute's belly after you've beaned him.


Mickey gives new meaning to the word hotfoot.


Battling the weasels is simply torture.

OVERVIEW

Q: What do you get when you combine gorgeous Disney graphics, devilishly difficult game play, and a big, big film star's long and illustrious career?

A: One of the most exciting games to hit your Genesis this fall. More specifically, you get Sony Imagesoft's *Mickey Mania,* an interactive tour of Mickey's greatest moments, from his star-making black-and-white debut to his seasoned performance in 1990's *The Prince and the Pauper.* Each cartoon adventure spans several levels, with a wild mix of puzzles, side-scrolling races, and platform challenges that get tougher as you progress. Add stunning Disney animation, rollicking tunes, and 65 years of mousy antics, and you've got a game to satisfy the most die-hard Mickey fan.

PUBLISHER: **Sony Imagesoft** PLAYERS: **1**
CONTROLLER: **3-Button**
Rated by V.R.C. GA Appropriate for all audiences. General Audiences



There's no such thing as a free lunch, especially with all these giant bugs guarding the goodies.

There's nothing like a ghost in a boat to complicate your log-rolling routine.

What's scarier than an enraged moose? How about an enraged moose chasing you through an obstacle course?

Caution: falling rocks. Really big falling rocks.

A good rap on the skull should rattle those bones.

Pluto to the rescue!

Third floor, skeletal remains. Ding!

Hey, we know Mickey's a mouse, but don't those butterflies seem a little large?

Mickey does all his own stunts in The Lonesome Ghosts.

The Strangest CD Game Ever. Honest.


Even video games have gone crazy.


You can freeze him or fry him, but he might get you anyway.

Push the Right Buttons...or Else!

You duke it out with a series of altered contraptions by pushing buttons on a remote control. Press the wrong buttons, and you're in for some very weird experiences...like a statue morphing into a scorpion that stings art lovers to death, a cannibal chasing a victim, or a megaton nuclear warhead dropping on Buckingham Palace. Press the right button (or buttons), and you're zapped to a new room. Many rooms have more than one exit, though, so you have to keep track of which button sends you where.

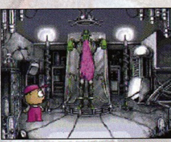
Panic is an offbeat, humorous, and frequently bizarre adventure for gamers who want to see just how many strange scenarios and twisted outcomes a pack of deranged designers can cram into the massive memory of a Sega CD.



Death to art lovers!


The agony of de feet.




Press the wrong button, and you're in for a floorful of monster puke.

You've been popped into the weird world of psycho machines and handed a remote control!


This pesky pig packs a peck of Polaris projectiles.

OVERVIEW

Push one button, and a giant head soars above you, dropping vomit bombs. Press another, and a male hula dancer with prosthetic limbs and a French accent wiggles across your screen. Press a third, and Mount Rushmore gets nuked. Or a baby monster blows snot bubbles in his sleep. Or a globe turns into a bust of your butt. Or a keyboard spews out characters that puke on you. In fact, you can make any number of machines—washers, computers, copiers, cameras, TVs, and so on—puke all over your screen. That's just some of what you're in for in *Panic,* a one-player game in which machines have gone psycho and you have to navigate your way across space and time, pushing buttons to escape the evil clutches of technology gone totally nuts.

PUBLISHER: **Data East** PLAYERS: **1**
CONTROLLERS: **Mega Mouse (recommended), 3-Button**
NYR Not Yet Rated


All sorts of machines are waiting to puke all over your screen.


Wrong button. Meet Medusa Lisa.

Sneak Peek

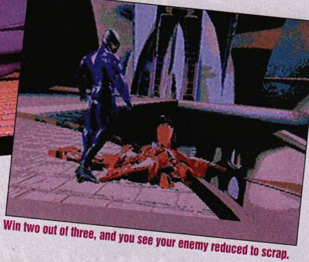
SEGA CD

Rockin' Sockin' Robots

JVC's New Battle Disk Will Give You a Lift



A head butt is easy with your steel-plated cranium.



Win two out of three, and you see your enemy reduced to scrap.

Danger! Danger! Warning! Warning!

No, you're not lost in space. You're a cyborg commando that's been built to stop a robot uprising. The way they act, you'd think they belonged to a union or something. Every 'bot from Cargo to Combat Droids stands in your way, each ready for up to three rounds of armor-to-armor combat, the winner taking two out of three. Your mission is to reach the Supervisor Droid, the majorly formidable opponent who can morph into your worst cyborg nightmares (sounds just like a boss!).

Your cyborg is a humanoid, armored chassis with human-like combat maneuvers such as flying kicks and head butts. The button combinations used to throw moves have been honed down so that your speed and quick thinking are more important than the ability to mash a button 30 times to make one move. And the opponents are smart. Intelligent enemies don't let you crush them with the same pattern over and over. They learn your moves, and learn to block them! Two-player mode lets you go head to head against most of the enemies in the game. Look for *Rise of the Robots* spinning its way to you soon.



Oh, the pain, the pain.



You can slide and sweep with the best of them.



In two-player mode, you get to select your opponent.



The fighters were created using 3-D modeling for ultimate realism.



Thin and spider-legged Droids are faster, but they tend to be vulnerable in the joints.

RISE OF THE ROBOTS

OVERVIEW

Getting tired of bashing street punks, pounding mortal mutants, slashing samurais, and otherwise battling it out on mundane earth? Ready to get your hands on a new twist in Fighting games? JVC Musical Industries is scratching that itch with the robotic finger of *Rise of the Robots* for the Sega CD. This one- or two-player disc features animated robo-fighter introductions, slick fighting moves without the thumb-mangling combinations of other games, 3-D modeled fighters, and a soundtrack like only CD games can deliver. If run-of-the-mill Fighting games leave you feeling all too human, plug in to *Rise of the Robots*.

PUBLISHER: **JVC Musical Industries**

PLAYERS: **1 or 2**

CONTROLLER: **3-Button**



Gunning for Gold with Mad Dog McCree

You're on the wrong end of Mad Dog's Gatling gun.

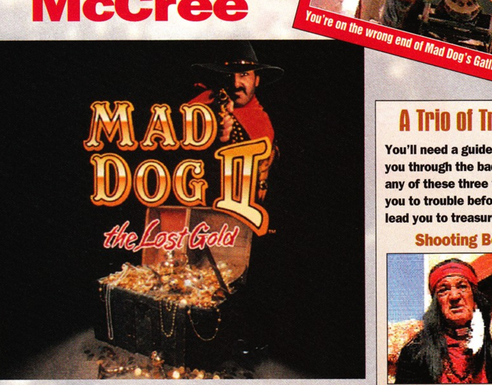
Shoot-Out at Just About Every Corral

You're every bit as greedy as Mad Dog, but he's more ruthless than you can afford to be. Sure, to get to the Spanish treasure you have to blast away scores of stagecoach bandits, hot-tempered gamblers, and Mad Dog's renegade henchmen. But firing on an innocent bystander is as lethal to you as getting shot yourself. And if you let your guide take a hit, you're as good as finished.

Mad Dog II packs in even more quick-draw challenge than the original. Some of the levels feature enemies who pop up randomly instead of in the same order every single time. After all, the gunslingers who won the West never knew who was going to shoot first. *Mad Dog II* also gives you three games in one: Each of the guides takes you on a completely different route to the top dog's hideout. If you make it to the showdown with the scourge of the West himself, the two of you will square off for one of the longest interactive video sequences ever filmed.



You need a quick aim when you're facing a whole lineup of bandits.





Don't get smug watching this outlaw bite the dust. There are more where he came from.



This sorry-looking prospector has half of the treasure map. Find the padre for the other half.

HOT HINTS

- ✔ Take target practice seriously. Hits earn you extra bullets.
- ✔ Shoot the first monk you see. He's not a real man of the cloth.
- ✔ A fallen gunslinger isn't necessarily a dead gunslinger.
- ✔ Aim, but don't shoot at enemies until they draw.
- ✔ Reload your gun by shooting at the floor.
- ✔ Shoot the screen to skip intermission scenes you've seen too many times.

OVERVIEW

OK, gunslinger. You restored order to a frontier town in *Mad Dog McCree.* Now it's time to look after your own interests in *Mad Dog II: The Lost Gold,* the shoot-'em-up sequel to American Laser Games' arcade-style classic. Of course, Mad Dog's after the same treasure as you, and it ain't easy to scout out. This one-player Sega CD gunfight takes you through lawless towns, seamy saloons, and territory so dangerous that you need a guide. So strap on your gun belt. They don't call it the Wild West for nothing.

PUBLISHER: **American Laser Games** PLAYERS: **1**
CONTROLLER: **3-Button, Gamegun, Menacer, or Justifier**
NYR Not Yet Rated

A Trio of Trouble

You'll need a guide to take you through the badlands, but any of these three will lead you to trouble before they lead you to treasure.

Shooting Beaver



If you save him from swinging, he'll reward you by dragging you into gunfight after gunfight.

Buckskin Bonnie



Her wily ways make a little extra work for you.

The Professor



His honesty at medicine — and poker — is questionable, but deviousness can be a useful quality.



PRESENTS





HE'S BIG, HE'S MEAN, HE'S GREEN...

...AND YOU WOULD BE TOO IF YOU WERE BLASTED BY GAMMA RAYS THAT TURNED YOU INTO A HUGE, POWERFUL, GREEN CREATURE EVERY TIME YOU GOT A LITTLE TICKED-OFF. SO COME ON, GIVE HULK A HAND BATTLING CLASSIC MARVEL VILLIANS LIKE RHINO, TYRANNUS, ABSORBING MAN AND THE LEADER! HULK WILL PROVIDE THE BRAWN, YOU PROVIDE THE SKILL AND BRAINS FOR HOURS OF THE MOST HULKED-OUT ACTION YOU'LL EVER BE A PART OF.







COME ON... IF YOU THINK YOU'RE TOUGH ENOUGH!





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OTTA BALLZ™

3-D fighting at its ballziest. Coming October 5th on Sega™ Genesis.™ ACCOLADE



Sneak Peek

GENESIS

Vine-Swinging Fun on Your Genesis

Harry Heads for the High Country

Lions and Tigers And Snakes, Oh My!

Longtime gamers may remember 1982's blockbuster *Pitfall!* This 8K title was the first of the vine-swinging, log-leaping, pit-crossing, crocodile-avoiding, right-scrolling platform games. Today's *Pitfall: The Mayan Adventure* comes in at 16 megs, has amazing Hollywood-style animation, and has Harry Jr. searching for his dear old kidnapped dad (believe it or not, named Harry Sr.). This time Harry Jr. must travel through snake-and leopard-infested Rain Forests, and Temples full of bats and warrior paintings that come to life. Now armed with a Power Sling and a Boomerang, Harry Jr. zips down vines, skateboards, crawls on his belly, and blasts through dangerous old mines on a cart. Gaming has come a long way in the past 12 years, and it's great to see Harry and the *Pitfall* series looking better than ever.



Check out Harry Jr. as he climbs hand over hand up a vine.



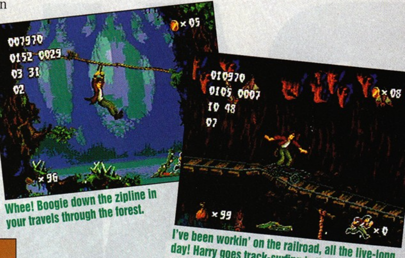
Face it, kid. You're jaguar bait. Nice kitty.



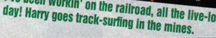
Um, Harry? The Warthog's behind ya, pal. Using your Power Sling isn't gonna help much unless you point it at the bristly guy with the tusks.



Not only are you crawling on your belly, but the guy over there looks like an evil and much thinner version of Peter Pan.



Whee! Boogie down the zipline in your travels through the forest.



I've been workin' on the railroad, all the live-long day! Harry goes track-surfing in the mines.



The thing with the big green head and massive teeth sure looks like a crocodile and it's got you by the leg. Gee, and you thought the insect bites were bad here.

OVERVIEW

Boomerang-throwing, bungee-jumping Action comes at 'cha like a snapping crocodile in *Pitfall: The Mayan Adventure* from Activision for your Genesis. This spectacular-looking one-player title takes you on a wild ride through a mysterious South American region where magic is mingled with natural, but equally deadly, pitfalls. Take Harry Jr. through 14 nonlinear levels in a search for his father. This is the kind of cart that's gonna raise blisters on your already callused gamer's thumb.

PUBLISHER: **Activision** PLAYERS: **1**

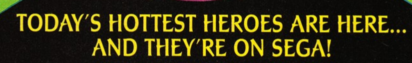
CONTROLLER: **3-Button**

NYR Not Yet Rated

SEGA!™

SABAN'S

MIGHTY MORPHIN POWER RANGERS™













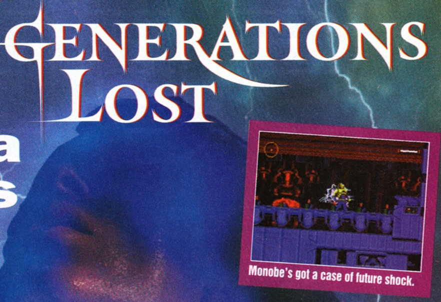








SEGA™



Delving Deep into a Mysterious Future

Monobe's got a case of future shock.

Dressed to Kill

Obstacles abound in your quest. Hostile mutants want to clobber you. Techno-gadgetry gone haywire can fry you in a heartbeat. And you don't even have a map of your strange surroundings. Good thing the old guy gives you a protective suit. It's your key to surviving and saving the world from chaos.

So what's up your sleeve? Energy radiators, or E-rads for short. Learn how to use them, and E-rads let you blast enemies into oblivion when they're not within punching distance. You can also use your E-rads to swing to high-up surfaces.

Even better, your gear is somehow connected to the cause of the disturbances in your world. The chest plate has a view screen that flashes crucial clues to help you get from level to level — and to the bottom of the mind-bending mystery at the heart of this game.



You're not the only one with a snazzy suit. Simian mutants in camouflage garb lie in wait in the jungles.



How rude. This mutant flings sludge at you.



Nothing like an invincibility shield to see you through hard times.



No, Monobe's not beaming himself up. He's just taking care of his health.

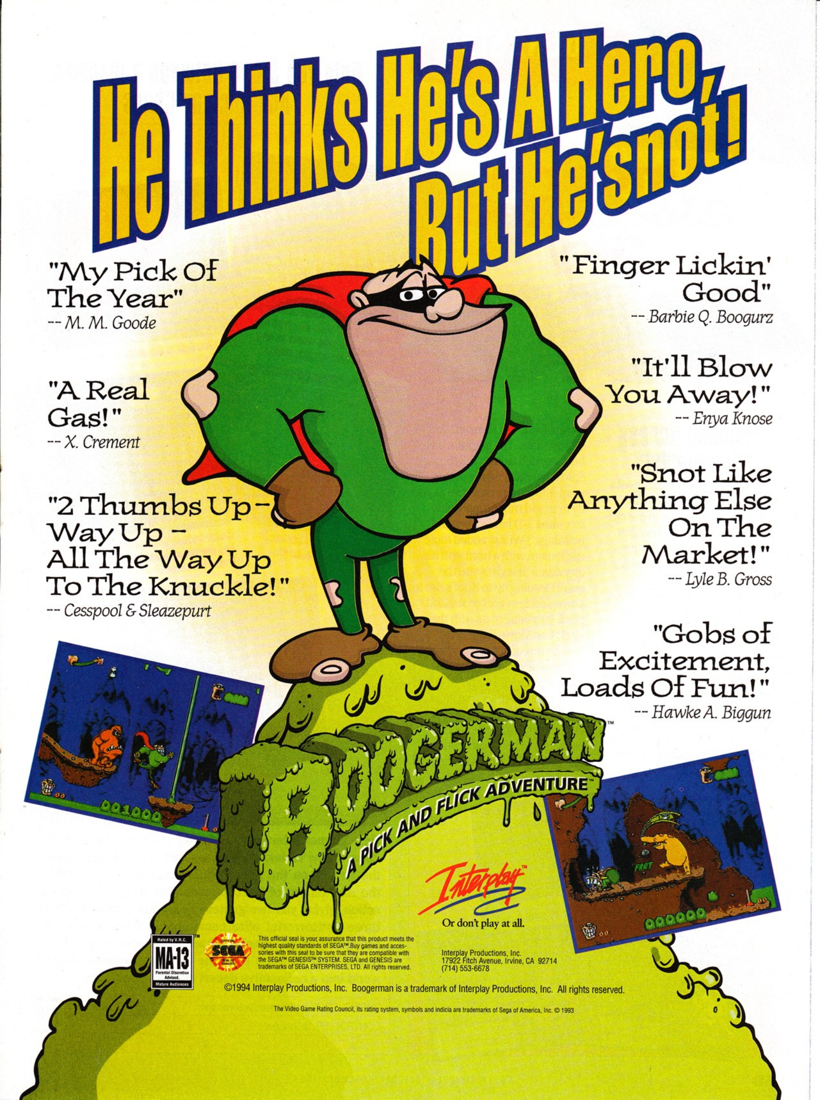
OVERVIEW

Floods, storms, and quakes are wreaking havoc throughout the world, and you know you're in trouble when even the village elder can't offer an explanation. Unravel the mystery with Monobe, the village's future ruler, as he shoots and puzzles his way through six futuristic Adventure/Strategy levels in *Generations Lost* from Time Warner Interactive. Pick up power-ups, fight your way out of tight spots, and piece together clues to unlock the potentially lethal secret. The sights and sounds in Monobe's world go hand in hand with the game's sci-fi theme. With large sprites, a pulsating New Age soundtrack, and an engrossing story line, *Generations Lost* immerses you in a brave new world.

PUBLISHER: **Time Warner Interactove** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated



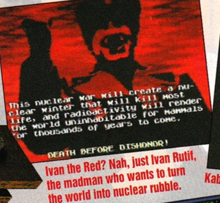
Hmm. A mutant's holding a hockey stick and wearing boxer shorts. Think he wants to play?


He Thinks He's A Hero, But He'snot!
"My Pick Of The Year" -- M. M. Goode
"A Real Gas!" -- X. Crement
"2 Thumbs Up - Way Up - All The Way Up To The Knuckle!" -- Cesspool & Sleazepurt
"Finger Lickin' Good" -- Barbie Q. Boogurz
"It'll Blow You Away!" -- Enya Knose
"Snot Like Anything Else On The Market!" -- Lyle B. Gross
"Gobs of Excitement, Loads Of Fun!" -- Hawke A. Biggun
BOOGERMAN™
A PICK AND FLICK ADVENTURE™
Interplay™
Or don't play at all.
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Only You Stand Between a Madman And Nuclear Chaos

Under a Blood-Red Sky

RED ZONE



Ivan the Red? Nah, just Ivan Rutif, the madman who wants to turn the world into nuclear rubble.


Kaboom. This is the price of failure.

Madman Across The Border

Red Zone has all the makings of a solid action thriller. The villain, Ivan Rutif, is the leader of the radical Zyristian military party that has taken over a small, former communist country and put his fingers on the triggers of its nuclear weapons. His ultimatum: The world must recognize his Zyristian state and himself as leader of the fourth empire. Your commandos must take out Ivan before he makes the world fit only for cockroaches.

Although *Red Zone* was developed in the U.S., the game carries a distinctive Euro feel in both the music, which pumps with a hot techno beat, and the overhead 3-D graphics. The graphics have been created using a new Super-Spin technique, which puts a warp into your perspective as you fly over and run through fairly awesome 3-D landscapes and buildings. TWI has added more excitement with a front-end history demo that gives you the events leading up to Rutif's rise to power, done in wicked red and black (anything to do with the title?) CartMovie sequences.

The mix of helicopter combat and overhead action works to make a pretty fun game. And from what we've seen so far, it won't be a sissy, pushover title either! Look for solid challenge, especially in helicopter combat. *Red Zone* will have you seeing red.



Press Start to gain access to radar and other features.

Cause serious damage to enemy installations, and you get serious color commentary from your commando crew.


Inside missions pit you against bunkered and heavily armed Zyristian troops. A hand grenade works wonders against sandbagged enemies.

Commandos At Large



OVERVIEW

Time Warner Interactive is laying down the law with *Red Zone*, a new techno-style battle cart that delivers action in the air and on the ground. This one-player title combines the excitement of helicopter combat with overhead-view action, giving you two games in one. You control a team of three antiterrorist elite commandos: Pilot, Gunner, and Navigator of an Apache attack helicopter armed to the teeth. Only you can stop the madman from turning the world into a radioactive desert of death. Only you.

PUBLISHER: **Time Warner Interactive** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated





Raptors On the Rampage

A Better, Meaner Jurassic Park!

Raptor on the Run

As the Raptor, you must escape from the island. Since you're surrounded by human and dinosaur enemies, that won't be easy. Lucky for you, the Raptor has new attack moves, razor-sharp jaws and claws, and an attitude to match. Combine all his skills, and you just may survive a showdown with the deadly Red Raptor.

One of the unique features of the game is the lysine power-up. For the Raptor, eating a crate of lysine boosts the Rage meter. When the meter peaks, the Raptor sees red and enters Raptor Rage, which makes him temporarily invulnerable and able to destroy enemies with a single touch.

Grant, on the other hand, must destroy the lysine crates he comes across. If he doesn't, enemy dinosaurs become deadlier and more vicious, and the game becomes much more difficult. No matter which character you choose, *Jurassic Park: Rampage Edition* will keep you raging on!

Who Said Second Time's A Charm?

Once more, Dr. Grant finds himself trapped in the dangerous confines of Jurassic Park, but this time the challenge is twice as tough. In addition to the numerous dinosaurs, the island is littered with nefarious corporate field agents who are determined to collect their genetic material at any cost. To survive, you'll need all your wits and an arsenal of weapons. Use the better weapons, such as the shotgun, missile launcher, and shock rifle, sparingly because you'll need them for the toughest enemies.



Use this bolt of power to see what's on the inside of a Raptor.

OVERVIEW

Return to primeval terror in *Jurassic Park: Rampage Edition,* the thrilling new 16-meg, one-player *Jurassic Park* sequel from Sega. This time around, Jurassic Park is bigger and full of new special effects, and it packs a wallop that all Action gamers are gonna love. As in Sega's original *Jurassic Park* Genesis game, you can play as Dr. Grant or as a Raptor. Each character has unique story lines, but this time out there are more enemies, bigger levels, a powerful arsenal of weapons for your defense, and tougher challenges. Play as Grant, and you're on an all-out quest for survival against dinosaurs that want to snack on you. Play as the Raptor, and you can use serious new moves, as well as chow down on lysine to get a real rage going. Where the first *Jurassic Park* was Action/Adventure, *Jurassic Park: Rampage Edition* is pure, adrenaline-pumping Action.

PUBLISHER: **Sega** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated

Savanna



Don't try to outrun the helicopter. Use a weapon to bring it down in a hurry.



A tail whip is an effective way to clear out enemies.

When you reach the T. Rex, unload with all your weapons, or you'll end up a tasty dino snack.

Aviary



As the Pterodactyl carries you up the Aviary, gun down enemies to make the way back down easier.



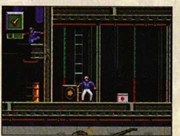
Throughout the level, listen for the Pterodactyl and be ready to attack. If he grabs you, he'll carry you back up to its nest.



These stacked crates contain explosives. Detonate them when enemies are close by.

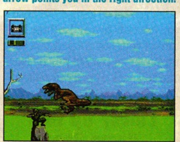


Find the 1-ups hidden in each level.



Each time you reach a way point, an arrow points you in the right direction.

If you don't attack the Triceratops, he leaves you alone.



Press the kick button and Down on the D-Pad to perform the Flying Raptor kick.

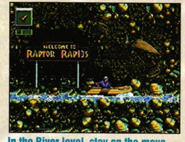
Cargo Ship

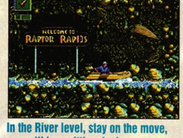


Spring off the pole to reach higher platforms and hidden power-ups.

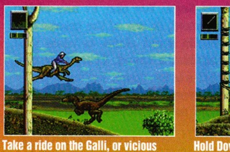


Stay out of the water, or you'll get a jolt from the electric cables.





In the River level, stay on the move, or you'll be a sitting duck.



Take a ride on the Galli, or vicious Raptors will quickly run you down.



Hold Down and Forward on the D-Pad to duck under rope barriers.



In the Hidden Ruins, ride this Triceratops for a shortcut to the level exit.

HOT HINTS

As the Raptor

- ✔ On the Cargo Ship, enter Raptor Rage just before facing the Red Raptor. It increases your odds of survival.

As Dr. Grant

- ✔ Don't rush through levels. Take the time to clear out enemies and destroy lysine crates.
- ✔ After defeating human enemies, collect the valuable weapon power-ups that are dropped.
- ✔ The T. Rex cannot be defeated. Use your weapons to stun him, and make a quick dash for the exit.

Power Rangers Storm Your Genesis



Who's the Enemy?

Rita Repulsa is on the rebound, and the Power Rangers have to convince her once and for all that taking over planets is just plain rude. But hold on a minute: Rita's enlisted one of your own. This green meanie has some pretty wild tricks up his sleeve.

This action-packed Fghting game is great for beginners who want to work their way up to more advanced games. Because you use only two of the three buttons of your control pad, you can trash your opponent much faster and still pack a powerful wallop.

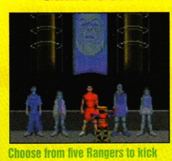
Take on Rita in one-player mode and slam it to each of her henchmen once on your turf and once on theirs. If you win the first battle, Rita gives her goon squad a little help in the growth department. And as all good Rangers know, that means you've got to come together to form the Megazord. If you really want to get personal, take on your buddies in two-player mode. Choose from 12 powerful no-holds-barred fighters and work 'em over on six detailed outerworlds. Saving the planet ain't easy.



Who's that evil Goldar up against?

Wait for Madam Woe to float down, then attack her!

Power Up Your Game Gear



Choose from five Rangers to kick the butts of Rita Repulsa and her repulsive henchmen.



Teach Goldar not to mess around with the Power Rangers.



Rita's brainwashed your green ally!



Mastodon, Sabertooth Tiger, Pterodactyl, Tyrannosaurus Rex, and Triceratops unite to form the Mighty Megazord.

HOT HINTS

- ✔ Throw a Super move: Do two complete circles on the D-Pad, then hit Buttons A and B.
- ✔ Try the Megazord's Smash Bomber in combination with other moves. Press Down, Toward/Down, Toward, Attack.
- ✔ When facing Goldar's dangerous Hurricane sword, jump over the hurricane, immediately sweep him, and use any special move.
- ✔ Every character has a deflection move. Hit Toward on the D-Pad twice, then hit Buttons A and B.

OVERVIEW

Can't get enough of those hip teen Power Rangers? Now you can defend the planet on your Genesis with *Mighty Morphin' Power Rangers* from Sega. You play as any of the Rangers, the powerful Megazord, or any of the creeps who work for Rita Repulsa. Battle it out alone, or wield your mighty morphin' power against a friend. Everything that makes the show a smash hit is in the game. The super graphics, digitized voices, and awesome special moves put you in control of the Power Rangers' most serious mission yet.

PUBLISHER: **Sega** PLAYERS: **1 or 2**

CONTROLLER: **3-Button**




Evil shines darkest before the dawn.
SHINING FORCE II
Enough talking! Hand over that jewel. In return, I'll spare Sir Astral!
AN INCREDIBLE NEW STORYLINE MEANS YOU'LL HAVE TO STAY ON YOUR GUARD AT ALL TIMES!
PETER PHNX8
DARK BISHOP
CHOOSE FROM OVER 20 DIFFERENT CHARACTERS. BUILD YOUR ARMY'S STRENGTH AS YOU GROW AND CHANGE.
Available only on SEGA.
GENESIS
GAME GEAR
LUKE BDMN15
KRAKEN HEAD
HUGE NEW BOSS CREATURES LIKE KRAKEN HEAD MAKE YOUR LIFE A LIVING NIGHTMARE.
WYVERN
FULLY-ANIMATED CINEMATIC BATTLE SEQUENCES KEEP THE ADRENALINE PUMPING.
SEGA
Shining Force II is available only on Genesis.
Shining Force: The Sword of Hajya is available only on Game Gear.
Sega, Genesis, Game Gear and Shining Force are trademarks of SEGA.

Marauding 'Mech Mayhem


You'll find recharge items near your drop-off point in each world. More are hidden inside buildings and by target objectives. The more you destroy, the more you find.

Your first objective in World 1 is to destroy the radar towers.


Press Start during game play to access the radar screen. You, and everything you can use, is shown in blue. Red is the color of your enemy.


Help! You've fallen and you can't get up. Failure means the smell of smoldering metal and sizzling flesh...yours.


Battle on Ridderkerk gives a new meaning to cold as death. Walk on ice, and you slide. The force of firing will push you backward. If you're really good, you can slide and shoot.

You start World 2 under the timer. You have 160 seconds to find and destroy two launch sites before they can send off a shipment of parts. You have only a few seconds of leeway and little room for error. This is where the game starts to get hard!


Satalyce is a hot planet. The terrain is your worst enemy. Each time you cross pits or cracks, you pick up heat.

OVERVIEW

Ever wanted to have 40 tons of solid steel strength? Ever thought about being 70 feet tall and able to flame, fry, sizzle, stomp, and blast anything that ticks you off? You're ready for *Battletech,* the hot one- or two-player MechWarrior title from Extreme Entertainment. Based on the world-famous board game, book series, and virtual-reality amusement center phenomenon, *Battletech* on Genesis drops you into the cockpit of a seven-story tall 'Mech for a running battle across five worlds. Complete all your missions, and the galaxy will be reunited. You'll receive a Bloodname and glory in the Wolf Clan. Lose, and you'll feel your 'Mech melting around your ears as the last chance for peace slips away forever. Bummer.

PUBLISHER: **Extreme Entertainment** PLAYERS: **1 or 2**

CONTROLLER: **3-Button**



Test Your Mettle

It's 3050 and the Clans are at war against the armies of the Inner Sphere. The Clans need a brave (suicidal?) MechWarrior to pilot the new Madcat Heavy Omni-Tech, the baddest 'Mech around. Your mission: Create havoc in the Inner Sphere by delivering mass destruction to their armies.

Battletech does an awesome job of bringing the high-tech world of MechWarriors to your Genesis. True fans will appreciate the way the 'Mechs move, pivot, and fire. Inveterate gamers won't be disappointed by wimpy game play, either. It is one of the most difficult games we've played this year. Each of the five worlds has at least three missions and enemies everywhere you look. The game starts hard, then proceeds to crank it up with each successive world until, by World 5, you're either begging for mercy or the greatest MechWarrior alive.

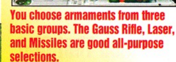
This Beaut's Got Everything but Air

Your 'Mech carries three types of weapons: one type for Button A, one for Button B, and one for Button C. The A-Button weapons tend to be slow, powerful, and able to shoot over obstacles. The B-Button weapons are most like machine guns. The C-Button weapons are either missiles or mines.

Recharges can be found scattered around each of the five huge worlds in which you carry out the missions. Your biggest advantages: size and firepower. Your biggest enemies: high explosives and heat. Explosives will damage your armor into incapacity. Enough heat will make you sizzle like chicken in a deep fat fryer.

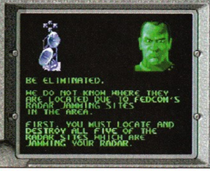
And your 'Mech can turn on a dime and pick it up, almost. You can move in all cardinal and diagonal directions, causing

BATTLETECH™
A GAME OF ARMORED COMBAT



You choose armaments from three basic groups. The Gauss Rifle, Laser, and Missiles are good all-purpose selections.

'Mechs are your most difficult enemies. Once your guns are locked on, you can run and keep them under fire as long as the fire button is held down. This guy's getting toasty!



Galaxy Commander Colonel Ward gives you missions before you drop onto each world. You can access mission information by pressing Start, then Button C.

Inner Sphere 'Mechs on Ridderkerk are much bigger and badder. And with no radar, you can't see them coming.

These 'Mechs are mean and fast. But a wall and a Gauss Rifle will give you the definite edge.

To get into the Draconis Combine, you must first destroy the four power pylons. The energy they generate can heat you up faster than tinfoil in a microwave.

impressive amounts of destruction as you go. Lock on to an enemy, and the Automatic Fire Control System allows you to move while still directing fire on him. Of course, enemy 'Mechs can do the same to you. Pressing the Start button will call up the computer radar, which gives you access to your mission and status screens. Battletech really gets interesting in two-player mode. You play one 'Mech, with player one controlling the Madcat's weapons and player two doing the driving.

Basic Strategy: Survival

The object of *Battletech* is simple. Brutally simple. Destroy your targets and stay alive. Everything that moves is out for your armor-plated hide. After receiving your mission sets, use your radar to see where the targets lie and what enemies stand in your way. In areas where your radar has been jammed, you must first take out the jamming stations. Without radar, you can see enemies only as your movements bring them onscreen. Move too fast, and you can wind up in an ambush, get heated up, and loose a life before you have a chance to return fire.

Your best chance for survival lies in taking each world a small section at a time, wiping out your enemies in small groups. Of course, this doesn't apply when you start a timed mission. Then go for broke, try to locate and destroy your objectives before time is up, and prepare to lose a few lives. The good news is that you get three lives at the start of each world. You'll need them all if you want to survive.



Material Gathering Sites are easy to slag but are usually well guarded. Some of the locations hide much-needed coolant.

HOT HINTS

- ✔ Use radar to scout an area before you go on the attack. Taking out enemies one at a time reduces the amount of heat you take.
- ✔ Don't pick up coolant until you really need it. Once it's uncovered, you can return to pick it up.
- ✔ The Laser is the best all-around B-Button weapon.
- ✔ The A-Button weapons can fire over walls. Barriers can keep small enemies from melting your metal while you dish out some doom.
- ✔ In areas where your radar in jammed, move slowly so that you don't run into an ambush.

MTV's Bad Boys Land on the Genesis

This Game Sucks!

DOESN'T HEH HEH!



This customer wants service, now! One order of Burger World Rat Fries, coming up.

Touch That Dial

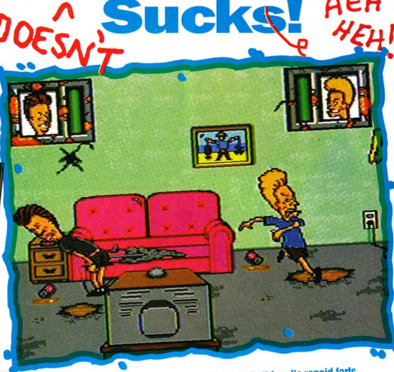
You play as either Beavis or Butt-head — the other follows mindlessly (surprise). You begin the game in the TV Room. Find the remote on the nightstand, and you're ready to channel-surf through Beavis and Butt-head's world. Visit landmarks like infamous Burger World, where you



Take this dude's advice.

can check out the Seasoned Curly Fries and battle it out with Todd, the dull-witted lowlife. Check out Turbo Mall 2000's Yoghourt Shop, Army Recruiter, Pawn Shop, and the Pet Shop with the really cool snake. Highland High really sucks, 'cuz people like Buzzcut and McVicker are there, and they're not cool and stuff. Of course, you can always go next door to Anderson's and "borrow" a few power tools (yes!), but watch out for that poodle.

This game has crisp sound, cool graphics, great music, and situations that are true to the show. Oh yeah, heh heh, heh heh, the puzzles are great too. So play this, 'cuz it's like, ya know, really cool.



Beavis's noxious burp attack is second only to Butt-head's rancid farts.





Heh heh. Pull my finger, Beavis.



AAAAAAAAAaaaaaaaaaaaaaaaack!!!!!

Like, Help Us See Gwar

After many gut-wrenching days at Burger World (that's a lot of Rat-burgers), Beavis and Butt-head have finally scrimped and saved just enough cash to get a pair of Gwar tickets. Anderson's poodle, however, has ideas of her own (especially after a particular dog-washin' incident). Eyeing the tickets from across a crowded yard, she vaults over the picket fence and makes a meal out of



Uh huh, huh . . . snakes are cool!

them. (No way — that sucks!) Fortunately, Gwar tickets and dog tummies don't mix, and the pooch spits up the boys' prize possessions. Unfortunately, Anderson's mowing the lawn. (AAAAAaaaaaack!) With the help of the mower's blower and a strong breeze, the ticket pieces are thrown to the four winds. Guess what you have to do?



Don't let the Fat Lady catch you.

GET A CLUE

Beavis and Butt-head are not role models. They're not even human. They're cartoons. Some of the things they do would cause a real person to get hurt, expelled, arrested, or possibly deported.

In other words: Don't try this at home.

OVERVIEW

Heh heh, heh heh. Barfing dogs. Moronic thugs. Rat-burgers. Yes, it's true. *Beavis and Butt-head* has infiltrated your Genesis, courtesy of Viacom. The boys have lost their Gwar tickets, and one or two players have to channel-surf through seven levels of brain-busting puzzles and side-scrolling action to get them back. If Beavis and Butt-head can't find the tickets in time for the concert, somebody's gonna pay, and stuff.

PUBLISHER: **Viacom** PLAYERS: **1 or 2**

CONTROLLER: **3-Button**



MTV

BEAVIS AND BUTT-HEAD

FART JOKES ON GAME GEAR, TOO

Air-guitar break!

Find the tickets, dillweed.

HOT HINTS

- ✔ Check out that dumpster behind Burger World.
- ✔ If something you eat makes you sick, go to the hospital.
- ✔ Pizza makes really cool Couch Fishing bait.
- ✔ Trying to get into the Burger World Employee Entrance? Spell out an employee's name, butt-head.
- ✔ Headsets from fast-food joints are worth dinero, which Beavis and Butt-head need to get into the Drive-In.
- ✔ Use Sucks to warp out of a bad situation and return to the safety of the TV room.

This girl is trouble, so run or jump past her when she approaches.

CENTER OF THE UNIVERSE

This is where you start the game, channel-surf, return when you're low on Attention Span, Couch Fish, and kick each other's butts.

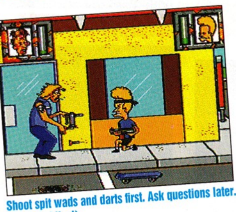


This famous piece of furniture is, like, the couch in Beavis and Butt-head's TV Room, dirt-breath.

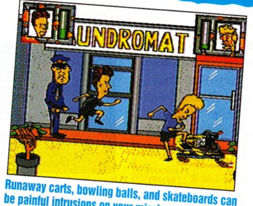
We're there, dude!

CURES FOR A SHORT ATTENTION SPAN

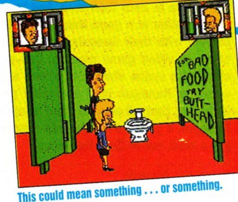
- **In one-player mode, switch characters.**
- **Go to Turbo Mall 2000 and defeat a few security guards for more energy.**
- **Go to Burger World and check behind the left corner of the building.**
- **Return to the TV Room. Of course, you'll lose everything you've collected.**



Shoot spit wads and darts first. Ask questions later. (Yes! Yes! Yes!)



Runaway carts, bowling balls, and skateboards can be painful intrusions on your mission.



This could mean something . . . or something.

No Tolerance For Bugs

A Good Alien Is a Dead Alien

Paint the Halls Red

Zero Tolerance is a lot like a smooth-moving, first-person dungeon crawl, except you're armed to the teeth. So are your enemies. Bang an alien at close range, and you see blood splashing the walls and floor, or scattered circuits and legs if they are robots. In the lower levels of the Basement, you encounter some truly disgusting crab critters that can really mess up your day.

The blasting takes place in three giant complexes: the Space Station, High Rise, and Basement. Each complex has four or more humongous levels filled with twisting hallways, dark rooms, elevators, stairs, and more ghoulish aliens and creatures than you can wave a Flame Thrower at. Clear one complex, and the job has just begun. There's another mission to call on your speed, stealth, and itchy trigger finger.

OVERVIEW

Accolade is putting a whole new spin on hide-and-go-seek with *Zero Tolerance*, a new first-person-perspective blaster for the Genesis. Hold your hands in front of your face. Now imagine them holding a laser pulse rifle. That's what you're gonna see in *Zero Tolerance*. And you're about to discover that an alien is a good thing to waste! One player, or two players with their Genesis/TV combos linked by a special cable or video game modem, can get down to business clearing a space station of aliens with everything from a common Handgun to a seriously powered Pulse Laser, including that all-popular lead slingin' thunder stick, the Shotgun. If you like in-your-face running and gunning, you'll get a blast out of *Zero Tolerance*.

PUBLISHER: **Accolade** PLAYERS: **1 or 2**

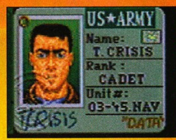
CONTROLLER: **3-Button**



Agents of Destruction

Each time you press the Start button, you call up a radar screen showing your location in the level. When you exit, you automatically switch from one character to the next. There are four in all, each slightly different in speed and accuracy. Pick your favorite and go, go, go!











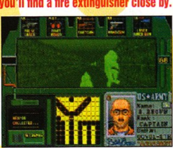
Hit a room right, and you leave a trail of alien meat scattered across the floor.



Fire extinguishers make it possible to enter certain areas. If you find a fire, you'll find a fire extinguisher close by.



You don't have to worry about opening doors. They open automatically. Worry about what might be waiting on the other side.



Night Vision goggles are enough to make you see green.



Press the Start button to bring up your full-floor radar. X marks your location.



More than one kind of critter will attack you at the same time. It's Shotgun time.

Alien-Offing Options

There's a lot of cool stuff to find in *Zero Tolerance.* You can hold only five pieces of equipment at one time, so be selective about what you pick up. You can't drop equipment. Once you've obtained it, you must use it to lose it. Med Kits you use as needed.

Shotgun

Great weapon for close-range blasting. Intensely lethal. Not as good over long distances.

Med Kit



Med Kits keep your life meter where it counts.

Rocket Launcher



When you want to reach out...really reach out...this is the instrument.

Night Vision

These goggles put things in a whole new light, or lack of it. You'll see everything important in shades of bright green.

Pulse Laser

A dynamite long-range weapon. Use it to reach out and touch someone.

Laser-Aimed Gun

This perky little blaster gives you a red aim point and packs a wallop.

Flame Thrower

There's nothing like the smell of medium-rare alien. If they attack in groups, this fries 'em to the bone.

Fire Extinguisher



Not only are they aliens, they're pyros too! One of these puts out the fire.

Flashlight

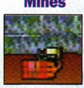
Light up the night, with a flashlight.

Bio Scanner



Where are the bugs hiding? A Bio Scanner shows you on the close-range yellow map. The Scanner's usage time is very limited.

Mines



Drop a Mine, and you'd better run fast! You've got about two seconds before major damage occurs.

Bulletproof Vest



Consider it limited invincibility. As long as you're wearing one, you won't take damage from enemy fire. Once it's expired, it's gone.

Grenade



Made for throwing and running, the Grenade is effective, but not as much fun as gun blasting.

Clenched Fist



When you're out of weapons, you can always try a little Clenched Fist democracy.

Handgun



The common Handgun will save your bacon time after time. You either find icons like this or pick them up from aliens that you've karked.

HOT HINTS

- ✔ Robots are small, fast, and mean. They carry laser-aimed weapons.
- ✔ The Handgun is a good weapon for cruising hallways, especially during the beginning of the game.
- ✔ Walk into a room like you own the place, and you'll probably buy it real quick.
- ✔ A Shotgun usually cures any bugs that might bite you, as long as they're reasonably close.

Head to Head or Back to Back

Link two Genesis units, two TVs, and two *Zero Tolerance* carts with the Sega Link Cable in Control Port 2 of each Genesis, and you can play a cooperative or a competitive game.

When you play a linked game, you appear as a brown-suited soldier to your opponent/friend. They appear the same to you.

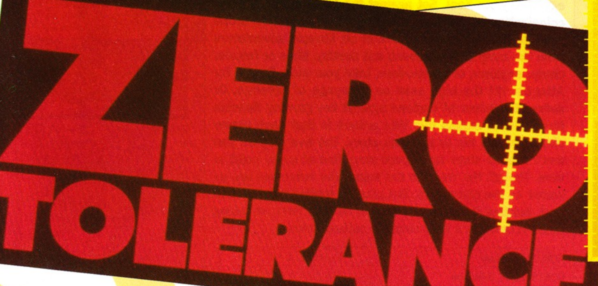


A near miss with the rocket launcher. Even the back-flash can do you in.

If you play cooperatively, try to enter a room at the same time, facing the same way, so you don't tag each other with friendly fire.



If your opponent does unto you before you can do unto them, the last thing you see is their boots. You're dead, pal.





Land: Lub It Or Leave It

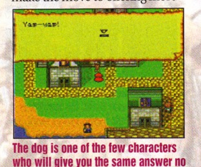


Sword battles pit you against opponents of varying skill. You have a choice of attacks and blocks from your repertoire. Make sure you have equipped your weapons before combat.

Roving the Briny Blue

Though each character brings you into the world under very different sets of circumstances, many of the things you'll encounter are consistent. The game is as historically accurate as a cart-based RPG can be while still giving you the latitude to set your own course to new horizons of wealth, prosperity, or other aims. No matter which character you play as, the layout of each port will be the same. The alliance of each country will also be unchanged.

The most profitable means of existence is either trading or piracy, depending on your temperament. All the action involves sailing, earning rank and crew, and upgrading ships into fleets as you trade from port to port, fight battles at sea, fall in love, and otherwise live a life of adventure. Though we wish Koei would make the move to offering more realistic representations of the small characters, the portraits of players and nonplayer characters are well rendered. Any gamer who thought that *Uncharted Waters* was high fun on the high seas will find *New Horizons* as satisfying an adventure.



The dog is one of the few characters who will give you the same answer no matter which seafarer you play.

OVERVIEW

Hoist the main sail. Raise the mizzenmast. Jibe the jib jab. It's time to go to sea and earn your fame and fortune in *Uncharted Waters: New Horizons*, the new seafaring Strategy/RPG from Koei. Set against the backdrop of Spanish colonization of the New World, *Uncharted Waters* drops you into the boat shoes of one of six intrepid adventurers from the early 1500s to seek out destiny. Male or female, pirate, explorer, or commodore, take your pick. Search for Atlantis. Hit the high seas on a voyage of revenge. Or defend the honor of England against the growing Spanish threat. What makes this title unique is that each player character has his or her own story. The five players you don't choose show up in your story line at some point in time. Though the world is the same, the outcomes are as varied as the characters. But plan on trading from port to port, battling it out ship to ship or fleet to fleet, or taking blade in hand for a little shipside cutlass soiree.

PUBLISHER: **Koei** PLAYERS: **1**

CONTROLLER: **3-Button**

GA — Rated by V.R.C. Appropriate for all audiences, General Audiences

Sail-Setting Seafarers

You choose to play as any of these intrepid wanderers. Although their destinies are very different, their fates are intertwined.



Joao hopes to find the lost land of Atlantis.



Ernst hits the seas to plot out a map of the world.



Catalina is a naval officer who becomes a pirate to avenge the deaths of her fiancé and brother.

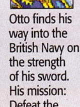
Ali's mission in life is to become a successful sea trader.







Pietro goes exploring to find enough cash to pay off some serious debt.



Otto finds his way into the British Navy on the strength of his sword. His mission: Defeat the Spanish Fleet.



Visit cafés to have a cup of tea, gamble, recruit or dismiss crews, and get information from the waitresses. A little tip can go a long way. And yes, you can rename your characters!

GENESIS™

GAME GEAR™



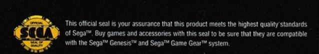


Hey Beavis.
Anybody who plays
this video game gets
to act as stupid
as you do.

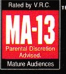
Heh-heh.
Hm... yeh... uh...
Shut up, nimrod.

Introducing the game that actually lets you control the destinies of America's leading morons.





This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Sega™ Game Gear™ system.



So You Wanna Be King?

THE LION KING

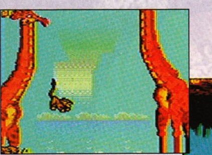


Now you're in trouble. Dad told you not to go near the Elephant Graveyard.

King of the beasts? The bats in the Jungle Caverns are unimpressed.



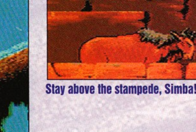
What, me worry?



It's a long way down from a giraffe's head.



Finding the best water slide is Simba's chief concern in the Willow Cascade.



Stay above the stampede, Simba!

OVERVIEW

You've seen the movie. You've hummed the tunes. And soon you can swing into Simba's territory on your Game Gear with *The Lion King.* This fun-filled Adventure from Sega lets you relive everything you loved about the film, from Simba's carefree youth to his confrontation with Scar. Along the way, you'll meet up with old friends like Pumbaa, catch some dinner, and frolic in the water. With magical Disney graphics, hit songs from the movie, and a kingdom of animal characters, *The Lion King* will give you a roaring good time.

PUBLISHER: **Sega**
PLAYERS: **1**
GEAR TO GEAR? **No**

NYR Not Yet Rated

The Mane Event

Playing as Simba, you'll grow from a mischievous cub to an adult lion intent on winning his rightful crown. As the very young Simba, you'll experience *hakuna matata*. That's no worries. You'll play with your animal buddies, chase after butterflies, and practice your kingly roar. Your carefree days at Pride Rock end abruptly when King Mufasa is lost in a side-scrolling wildebeest stampede — stay above the herd, or you'll get trampled.

Things get serious as you grow up. You've gotta find your wise friend Rafiki, make your way through hazard-ridden Jungle Caverns, and fend off a pack of hyenas before you can claim the throne from your usurping uncle. Good thing that you develop longer leaps, defensive paw swipes, and a seriously imposing roar.

All the movie's greatest moments are in the game. In the bonus rounds, you'll play as Pumbaa in an insect-eating race. Your wisecracking pal Timon introduces each level. And your final battle with Scar will make your fur stand on end. Look for more coverage of this exciting new game in a future issue of *Sega Visions.*

From Cub to Contender

As a cub, Simba pursues smaller prey.



The full-grown Simba graduates to king-size leaps and swipes.



The young prince needs a boost from a friendly hippo.



Wipe that grin off the hyena's face.



NOW YOU'RE PLAYING FOR REAL!

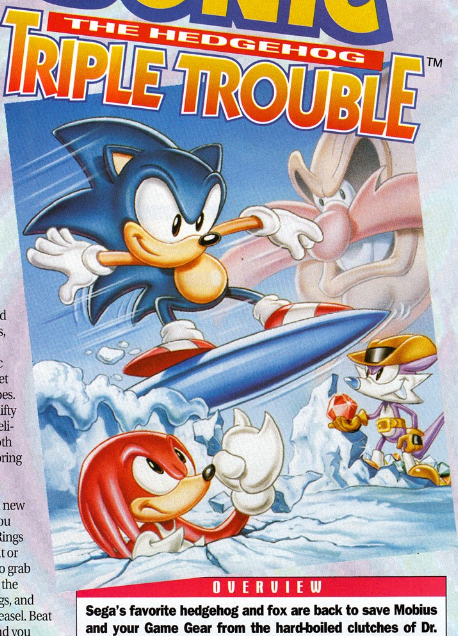


STARTS IN NOVEMBER

IF YOU LIVE IN NEW YORK, LOS ANGELES, SAN FRANCISCO, DALLAS, OR ATLANTA, YOUR GENESIS™ IS ABOUT TO BE RADICALLY XBANDED. REST OF THE COUNTRY—YOUR TURN IS NEXT!

Doc, Nack, And Knuckles

It's Triple Trouble For Sonic and Tails



The Big Bang Theory

In the process of creating the ultimate destructive weapon, one of the Doc's assistants makes a big mistake. The resulting *kaboom* scatters five of the Chaos Emeralds across Mobius. Doc manages to hang on to one. And since he knows that Sonic and Tails are going to try to get them back, he hoodwinks Knuckles into trying to get them first. He's got Knuckles thinking that Sonic and Tails are the bad guys. To make matters worse, there's this new guy, a treasure-hunting weasel named Nack, who shows up whenever you're trying for an Emerald. He's a major pain. And of course, there's always Dr. Robotnik.



Dr. Robotnik has one of the Chaos Emeralds. Get the other five, and you still have to take this one back from him!

But Sonic and Knuckles are not without their own crafty tricks and power-ups. Search for old familiars like Super Rings, Power Sneakers, and 1-UPs. New tricks for Sonic include Jet Boards, Rocket Shoes, and Propeller Shoes. Tails has his own set of nifty power-ups like Hyper Heli-Tails and the Sea Fox. Both can use the new Pogo Spring and Spin Coaster.

Your Chaos Emerald quest takes you into two new types of bonus stages. You either have to grab 120 Rings before the timer runs out or take a 3-D biplane ride to grab Rings out of the sky. Get the required number of Rings, and you take on Nack the Weasel. Beat him at his own game, and you walk away with a Chaos Emerald. But take a beating or fail to get enough Rings, and you wind up back where you started, with all your Rings but no Emerald.



Sonic, Tails, and Knuckles are all here. You can play as Sonic or Tails. Maybe you can make Knuckles see the light.

OVERVIEW

Sega's favorite hedgehog and fox are back to save Mobius and your Game Gear from the hard-boiled clutches of Dr. Robotnik and company in *Sonic the Hedgehog: Triple Trouble*. One player can guide our heroic 'hog or his fearless fox friend on a madcap Chaos Emerald hunt. Five of the magical gems are scattered across Mobius, and you're not the only one trying to find them. In addition to Robotnik's usual collection of robotized Mobius critters, you have to deal with that aggressive echidna Knuckles and a totally new, devious, Emerald-grabbing treasure hunter, Nack the Weasel. The shining stones are hidden somewhere in 18 levels of all the fun and action a Game Gear *Sonic* fan could ever want. Add special 3-D bonus rounds and a Time Attack mode, and you've got triple fun.

PUBLISHER: **Sega** PLAYERS: **1**

GEAR TO GEAR? **No**



A Bonus for Your Trouble

Make it to the end of every first and second Act, and you get to spin the Bonus Panel. Here are a few of the Panels you might get, and what they give you:

Golden Ring



You get 10 extra Rings.

Big Blank Nada



OK, boys and girls, spin again!

Tails

Tails gets an extra life, and Sonic gets 10,000 points. A Sonic Panel gives Sonic an extra life and Tails 10,000 points.

Flicky



Nothing happens. On to the next Act.



Sonic can really scream through the sky with his Rocket Shoes.



No, it isn't live TV. It's a 1-up.



Super Rings and other power-ups await on top of most loop-the-loops.



Break open this monitor, and the power of invincibility is yours — at least for a little while.

Bop this monitor for a set of Power Sneakers and a burst of speed.



A lot of Rings are waiting above. Drop into a basket for a big spring upward.



Turtle Power? This hard-shelled headache is the first boss you must face. Keep jumping, 'cuz this boss goes vertical.



Break that monitor when you have 50 or more Rings, and you're transported to a special stage in which you can try to win a Chaos Emerald.



Pogo Springs can get you higher, until you collide with an object or take a hit. Try to jump on another Spring, and you lose yours.



You have to work hard if you don't want to get flattened by this boss.

Hunting for Emeralds



You've got the Rings, and you've found the monitor. Break it open, and let the fun begin.



Crack this monitor, and the time you have left increases to one minute, 30 seconds.



Get caught between two springs, and you feel like a pinball.



Who's this waiting to give you a hard time? None other than Nack the Weasel. He only wants the Chaos Emeralds because he's greedy.

Poker Face Paul Deals Out More Fun on Game Gear

Gin Fans Get Portable Card Game Action

We Will, We Will Knock You

This is a full-featured gin game in a small cart (with an equally small price). You select an opponent, draw, discard, match, meld, knock, lay off your cards when you lose (if you can), and keep a running tally of who's winning.

The object is to match up three or more cards in a meld. These can be cards of equal face value or sequential cards of the same suit. Options let you select the maximum value of allowable dead cards (not in a meld), bonus points for gin and underknocking, and the number of boxes (100 points or more) needed to win the game.

Poker Face Paul's Gin is a fast-moving card cart that will delight experienced players and introduce novices to the strategy and excitement of this classic game.

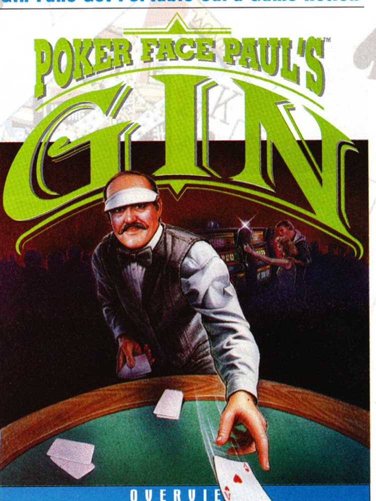


Select the options for scoring and game play.



Different opponents offer three levels of difficulty.


Your opponents are always ready for another fast hand.



OVERVIEW

Ol' Poker Face Paul is doing the fast shuffle again, this time dealing out the popular game of gin. The high-value series that taught the world how to play poker, blackjack, and solitaire on Game Gear has returned with a new set of animated opponents in a bargain-priced cart. With varying difficulty levels, onscreen rule access, and that ever-helpful hint feature, *Poker Face Paul's Gin* is a treat for gamers who want to pick up that knack for knockin'.

PUBLISHER: **Sega** PLAYERS: **1**
GEAR TO GEAR? **No**
GA



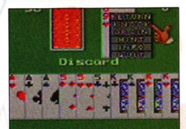
Take the face-up card or draw from the deck...



...then discard an unneeded card.



The Hint feature tells you what to take and what to discard.



Choose the "Knock or Gin" option when you've melded your whole hand.



The game shows the winning hand and lets you (or your opponent) lay off any cards possible.



Win the selected number of boxes (one through nine), and you're the gin champ!

New Pavement-Scraping Competition To Go

ROAD RASH II

Motorcycle Mayhem

Road Rash II pits you against 14 other moto-maniacs in a five-course, obstacle-ridden, highly illegal circuit. *Illegal* means that cops are on the lookout for scofflaws like you. Get busted, and you could face a steep fine, not to mention a devastating delay. *Illegal* also means that no dirty tactic is off limits. Club- and chain-wielding opponents will attempt to knock you off course. Get to them first, and you can steal their weapons.



Fifty-five miles an hour? Yeah, right.

Of course, brutalizing your opponents isn't your only goal. To become the champion road rasher, you've gotta finesse five levels of road-blocked, oil-slicked, cop-infested, traffic-ridden courses. And with conditions like these, you're gonna need bike upgrades. Use your prize money to trade up — the shop stocks 15 all-new bikes. Assess the upcoming course, and choose carefully.

Finish among the top three racers on each course, and you advance to the next level. Then it's on to five more hair-raising races with higher stakes, rougher opponents, more cops, and stiffer fines.

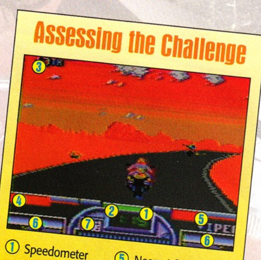


Oncoming traffic can be an advantage when your opponent's trying to pass.



If your opponent's keeping you at arm's length, reach out and smack him with a chain.

Assessing the Challenge



1. Speedometer
2. Bike's Damage
3. Rank
4. Your Health
5. Nearest Opponent's Health
6. Rear-View Mirrors
7. Distance Traveled



Kick 'em off the road by tapping Down on the D-Pad, then pressing Buttons 1 and 2 simultaneously.



Nothing succeeds like success. Use your prize money to upgrade your bike for the next race.



Roadblock? What roadblock?

OVERVIEW

Just when you thought the streets were cleaned up, *Road Rash II* comes skidding onto your Game Gear from Time Warner Interactive. This vicious sequel packs in more of everything that made the original an instant classic. More weapons. More bikes. More obstacles to send you sailing. And more twisted competition when two players hook up Gear-to-Gear. So what are you waiting for? Cable up with an opponent and wipe him off the road!

PUBLISHER: **Time Warner Interactve** PLAYERS: **1 or 2**

GEAR-TO-GEAR? **Yes**

NYR Not Yet Rated

HOT HINTS

- Don't even think about racing the Alaskan track until you've mastered a couple of the easier courses.
- Check your rear-view mirrors for cops and opponents.
- You can upgrade your bike even before your first race, but hold off until you're comfortable with your starter vehicle – the others are tougher to control.
- You can go off road to avoid obstacles and opponents.
- Damage to your bike is cumulative. Damage to your body is not.



BLACKJACK

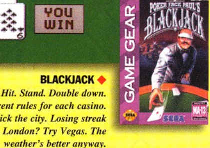
POKER

SOLITAIRE

WELCO
METOT
HENEX
TLEVEL





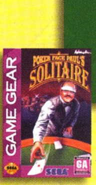


BLACKJACK ◆

Hit. Stand. Double down. Different rules for each casino. You pick the city. Losing streak in London? Try Vegas. The weather's better anyway.

Poker. Blackjack. Solitaire. Three separate games. They're portable. Realistic. Addictive. Play them. Win big. Or, lose your shirt. And hey, if your luck does run dry, buy a new one. They're cheap, you can do that.

DON'T JUST SIT THERE

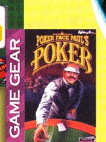




◆ SOLITAIRE

4 kinds. Klondike, Calculation, Monte Carlo and Elevens. Just you. Competing against yourself. Makes it easy to be a good loser.





POKER ◆

Play 2 ways. Video poker--you vs. the computer. Or 5-card stud--you try and out bluff 4 computer players. (Try is the key word here.)



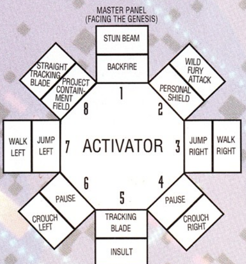
EQUIPMENT Heavy

ACTIVATOR TIPS

Activator fans, listen up! Here's a guide that'll help you play *Eternal Champions* like never before. Each minibiography tells the background of your favorite characters. After you get a feel for your character, you're ready to follow the tips. In no time you'll become one with the one and only ACTIVATOR — eternally prepared to double the damage.

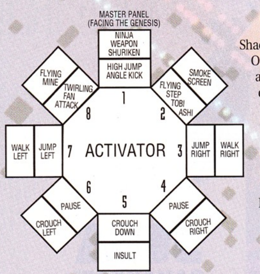
Jonathan Blade

Officer Blade (time period AD 2030) was born in Syria but raised in Africa. He worked in the toughest parts of New Chicago. And it showed in his one fault: his vicious temper. During an investigation he nearly trashed a suspect to death. He was sent back to Syria to become a Bounty Hunter, where he had a fatal standoff with a truly mad scientist. Blade died in an unsuccessful attempt to keep the deranged scientist from smashing a vial containing a virus that would kill 95 percent of the Earth's population.



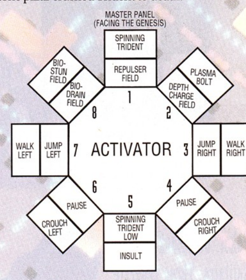
Shadow

Shadow (AD 1993) was the Black Orchid Corporation's best assassin. Her job: individual elimination to end corporate takeovers. Her downfall: the day she realized the value of her own mortality. She could kill no more. Her punishment? She "fell" to her death from the 101st story of the Black Orchid building.



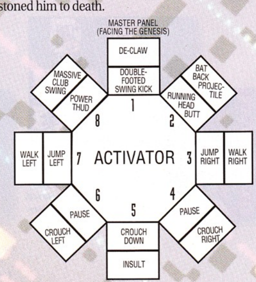
Trident

Trident (110 BC) was an Atlantian gladiator named for the trident that replaced the hand he lost in battle with a shark. The Atlantians spent their time in pursuit of science — building life-supporting enclosed environments in the depths of the ocean. They hoped to create a place where both they and the Romans could live in peace. Unfortunately, the Romans did not share their vision. During a war between the Atlantians and the Romans, a large stone pillar crushed Trident to death.



Slash

Slash (time period 50,000 BC) was the greatest and most intelligent hunter of his generation. He used his intelligence to outthink his most formidable enemies. But it was Slash's intelligence that eventually brought him trouble. To the chagrin of his clan elders, he came up with an agricultural plan that would free the clan from a life of hunting and gathering. The clan members saw Slash as an evil force and stoned him to death.




a higher level of gaming.
6 button arcade stick
Cut the Cord
SEGA
remote arcade system
SEGA
6 button arcade pad
Remember, if it's not SEGA, you lose.
SEGA
6 Button Controllers
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OFFICIAL SEGA SEAL OF QUALITY
SEGA ARCADE PAD 6 BUTTON RECOMMENDED
Look for These

CD Backup RAM Cart Saves The Day (and the Game)!



Imagine this. You have three in-progress games of the huuuuuuuge RPG *Dark Wizard* saved on the internal console memory of your Sega CD. You pick up a copy of *Eye of the Beholder*, which you've had a burning desire to try out (ever since you first read about it in *Sega Visions*). The dilemma: You just can't bring yourself to erase your precious saved games from *Dark Wizard* to make room for *Eye of the Beholder*. The solution: the CD Backup RAM Cart.

The CD Backup RAM Cart you lets you make multiple saves! You can save your three *Dark Wizard* games, and another four to five *Eye of the Beholder* games that you can return to later. It's an RPG-er's dream come true! Sports fans and multigamer families will love it, too. The CD Backup RAM Cart works on any game with a save feature — it's awesome for saving large games (like *Jurassic Park CD, Vay,* or *Third World War*) or games with multiple outcomes, like *Rise of the Dragon*.

That's not all — the CD Backup RAM Cart lets you move saved games from one machine to another. You can build up your characters at home, stop play at any level, then take 'em over to a friend's house.

The CD Backup RAM Cart has 16 times the internal memory of the Sega CD, which equals 1 megabit of RAM. It's supereasy to use — just plug it right into your Genesis cartridge slot. You activate it by selecting Save in the Options/Memory menu of the Sega CD Control Panel.

Heavy EQUIPMENT

Games That Support Sega Accessories

Let the Holiday Lists Begin!

Jingle bells, jingle bells, holidays on the way! Oh, what fun it is to write my holiday list toooday! Hey! Dashing through the stores (uh, feel free to join in), looking at some games, wanna give Santa a clue, so he'll have all the names (or titles)! Oh! Here's a list, here's a list, just to help you out. Now you can tell what's compatible, and you won't leave anything out. Hey!

6-Button Games

Boxing's Greatest Heavyweights
College Football's National Championship
Davis Cup Tennis
Eternal Champions
Jammit
The Lost Vikings 2
Mega Turrican
Mortal Kombat CD
Mortal Kombat II
NBA Action
NBA Basketball
NBA Jam
NFL '95
NHL All-Star Hockey '95
Ranger X
Street Fighter 2
Streets of Rage 3
Super Street Fighter 2
Techno Clash
Virtua Racing
World Championship Soccer II
World Wrestling Federation CD
Zombies Ate My Neighbors

Team Player Games

Barkley Shut Up and Jam!
Bill Walsh College Football
College Football's National Championship
Columns III
Double Dribble
Gauntlet 4
General Chaos
The Lost Vikings 2
Madden '94
NBA Action
NBA Basketball
NBA Jam
NFL '95
NHL '94
NHL All-Star Hockey '95
Soccer '94
Wimbledon Tennis

Activator Games

Best of the Best Championship Karate
Boxing's Greatest Heavyweights
Eternal Champions
Mortal Kombat CD
Mortal Kombat II
Streets of Rage 3

Mega Mouse Games

Eye of the Beholder
Fun 'n Games
Mad Dog McCree CD
Mansion of Hidden Souls CD
My Paint CD
Nobunaga's Ambition
Populous 2
Shanghai: Dragon's Eye
Wacky Worlds
Who Shot Johnny Rock? CD

GO AHEAD. PLAY FOOTBALL IN THE HOUSE.

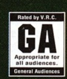


NFL FOOTBALL TRIVIA CHALLENGE

The ultimate game for the armchair quarterback is coming this fall to Sega CD™! Put your knowledge of the game of football to the test — are you a Rookie, a Pro or a Veteran? Choose your team and your conference (AFC or NFC), and try to gain yardage by answering multiple choice questions about Hall-of-Famers, Super Bowls, rules — over 1,500 NFL approved questions. Answer correctly — the crowd goes wild! But a wrong answer could get you booed off the field, or even sent to the showers! There's live-action video and photographs from NFL Films, a packed stadium, a locker room, commentary from Pat Summerall and Tom Brookshier — the whole pro football experience, and you don't even have to get out of your chair!

(Sorry. No blimp.)















THE INSIDE TRACK ON SPORTS GAMES

Sports, Sports, And More Sports!

Fall is a fine time to be a fan — football season is getting underway (two-point conversions and all), hockey's first season is starting (with Keenan coaching the Blues?!), and baseball should be heading into the World Series (if the strike ever ended...we write this stuff early, you know). This issue *Sega Visions* has lots of great games for the sports-oriented gamester — so let's get to it.

EA Sports' NHL '95 for Genesis

Sega Sports is bringing you the first new Sega Game Gear golf title in three years. Fred Couples Golf offers the works. With Practice, Stroke Play, Match Play, and Tournament modes, you won't lack for anything but the cool beverage at the end of the day.

The follow-up to the best-selling World Series Baseball is coming at 'cha as World Series '95 for the Game Gear from Sega Sports. This butt-kicking beanball title has tons of new features, including the Team Edit, which lets you design your own team. You get an all-new centerfield view and updated 1994 rosters. This is a portable cart that'll keep baseball season going long after the Series is over (if the Big K ever ended).

Vie for No. 1 with College Football's National Championship from Sega Sports for the Genesis. This game gives you 32 of the nation's finest football teams from four regions of the U.S. Check out the six-home, six-away, 12-week season in the race for the No.1 ranking in the country. Now you can find out who deserves the trophy with this truly great gridiron game.

Sega Sports' NFL '95 for Genesis

Get ready, 'cuz Sega Sports' all-new NFL '95 is coming to your Genesis. You get the new dynamic field view, a terrific flexible passing interface, the ability to play as the receiver, and a wonderful easy-to-learn play-calling screen. This one- to four-player game will shake the nation!

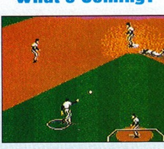
Sega Visions recently spent some time with Scottie Pippen during his filming of Digital Pictures' new Interactive Movie Slam City with Scottie Pippen. This new first-person-perspective Sega CD lets you earn the right to go one on one with Mr. Pippen. We talked with him about his new game, leaving Chicago Stadium, and working in the off-season.

Ice the opposition with EA Sports' new NHL '95 for the Genesis. With Drop Passes, all-new animation, Shot Blocking, and Fake Shots, this one- to four-player game is as close as you can get without driving the Zamboni.

Join Bill Clement as he hosts ESPN National Hockey Night from Sony Imagesoft for the Genesis. With your choice of two ice views, one- to four-player ability, and all the NHL teams, you get the chance to manage your hockey club using NHL strategies, tactics, and team play. Nobody does hockey like ESPN.

Rounding out this issue's Sports Playbook, we give you a gander at two fine new Game Gear titles from the folks at Time Warner Interactive. RBI '94 and PGA Golf Tour II let you get portable in great form. Whether you like your grass with a big white diamond or with cups and flags, one of these great to-go games should have you swinging.

What's Coming?





All right. Settle down. Hold yer horses. We know you can't wait to find out what's coming in future issues — so here's an early peek at a hot new baseball cart coming from Tecmo. Look for Tecmo Super Baseball coverage shortly. This one looks great!



Play like a champion.

NFL '95







Score an Eagle with Fred Couples



Once you've decided on your course, Fred gives you an overview and hints about play.

Fred Couples Golf

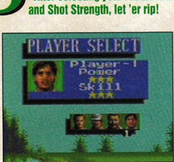


When putting, remember to read the green.

After selecting your Fade/Draw and Shot Strength, let 'er rip!



The caddie offers you valuable information before each shot. Pay attention.



You can play as, or against, Fred Couples. All four golfers have their own strengths and weaknesses.



Choose your difficulty level and make your club selections at this screen.

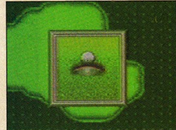
WARM-UP

The golf gamer on the go can expect a title that hits the green on the first swing with *Fred Couples Golf* from Sega Sports. The first Sega Game Gear golf game in three years features one- to four-player games; gives you Practice, Stroke Play, Match Play and Tournament modes; and lets you play as (or against) 1992 Masters champion Fred Couples. Enjoy four difficulty levels , four exciting courses, four golfers (including Fred), and fairway after fairway of fun!

PUBLISHER: **Sega Sports** PLAYERS: **1 to 4 (with Team Player)**

GEAR-TO-GEAR? **No**





Birdies, Eagles, and Albatrosses — Fred Couples Golf has all kinds of feathered finales!



Take a close look at the overhead view of the hole before your next shot.

Have Clubs, Will Travel!

Let 1994 Buick Open champ Fred Couples provide you with an overview of each hole and offer his expert advice about how to handle it. With outstanding ball control, you can choose to fade or draw, and hit it high or low. Choose from multiple golf-club combinations, and enjoy (groan) the pleasant trials of real golfing with water hazards, sand traps, and deep rough. Each of the four golfers you can choose has a different power and skill rating. Keep track of the score with individual hole scores, scorecards after each nine, a Leader Board that keeps tally of your tournament, and a Winner Board that is displayed after every hole in Match Play. Take it portable, 'cuz golfers know Fred Couples, and Fred Couples knows golf.

HOT HINTS

The Courses

- ✔ Stay on your toes at the Austin Creek course. It has plenty of water hazards and a lot of bunkers around the holes.
- ✔ At Brooks Peak you'll cut your teeth on narrow fairways and shorter holes. You'll need a lot of patience and accuracy to master this one.
- ✔ As most of Hurricane Bay's holes are surrounded by or located near water, and the wind can be a real factor, this course can wrack the nerves of even the most steely golfer. Caution and skill are the watchwords here.
- ✔ Foxx Valley? We can't tell you. Check out this mystery course in the Tournament mode. You'll have to learn its fun and frustrations first-hand.



Powerhouse Portable Baseball

Where the Leather Meets the Lumber

WARM-UP

Drop your rosin bag and step up to the plate with *World Series Baseball '95* from Sega Sports for the Game Gear. This one- or two-player, 4-meg hardball extravaganza with battery backup features all 28 major league teams with updated 1994 rosters, spectacular graphics, and superior game play. Featuring more than 700 real baseball players, it's got all the major league stars and more. Use the Team Edit feature to put together a powerhouse club. Take it Gear-to-Gear with the pigeons of your choice and show 'em your stuff. This is America's game gone portable.

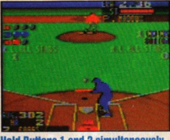
PUBLISHER: **Sega Sports** PLAYERS: **1 or 2**
GEAR-TO-GEAR? **Yes**
NYR Not Yet Rated

Everything but the Jock Itch

World Series Baseball '95 has everything a fan would want (and leaves out all the stuff you'd rather avoid). Three unique game-play screens (including an all-new centerfield perspective), four stadiums, All-Star teams, exhibition and pennant modes, and speech make this the most realistic portable baseball game to date. In Pennant mode, you guide a team from one of six divisions through a complete schedule ranging from 32 to 162 games. Then battle your way through the expanded playoff format for a shot at the World Series. In Exhibition mode, challenge the CPU or a friend in Gear-to-Gear competition, with your favorite club or a team of your own making.


The spectacular new centerfield view gives you a whole new perspective to play from.


Use the Team Edit feature to assemble your own dream team of major league stars.


Hold Buttons 1 and 2 simultaneously to lay down the perfect bunt.

World Series Baseball '95

HOT HINTS

When Pitching

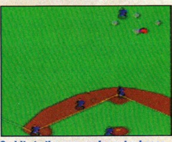
- Keep an eye on your pitcher's stamina. If he starts to lose strength, quickly look to the bullpen for relief.
- Hold base runners tight to the base. Stolen bases often lead to RBIs.
- Pitching inside to the batter is most effective.

When Batting

- Be selective with pitches. Make the pitcher put it the strike zone.
- Aggressive base running is often the difference between a win or a loss.
- Never bunt with two strikes.

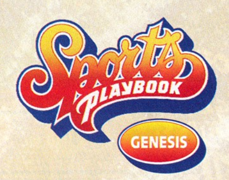

Send that fastball into the parking lot with a tape-measure shot.


Create dream matchups between a Cy Young winner and an MVP.


On hits to the gap, go for extra bases.


Take the helm of your favorite team and make a run for the pennant. Updated standings track the race for the division title.


I CAN'T STAND EA SPORTS.
I'm bustin' my tail to keep my average around .250 and they put you in the majors. Come hang with your new pals
CANSECO, GWYNN & THOMAS.
Played some Tee-Ball? Come on down. Man, you're playin' the real thing, not just hittin' and pitchin'. You're runnin', scratchin', throwin', spittin', stealin'. Never spent a day in the minors, but you're dingin' McDowell's fast ball off the
GREEN MONSTER.
Smack. Blastin' Maddux's curve over the Ivy. Gone. You're in the Show. Watchin' em fly out from
Behind the Mound or the Batter's Box. Pilin' up season stats
like Piazza or Belle, tryin' to snatch that MVP award from Bonds. And me? I'm wearin' my underwear inside out, trying to break out of this slump.
MAN, THIS GAME BLOWS.
Anonymous
-utility player
Hit It
BATTING STATISTICS
PLAY MODE SEASON PLAY
162 GAMES, MAY 8
SELECT STAT LEADERS
MORE PLAYERS
MORE STATS
WILLIAMS PUTS ONE OVER THE FENCE! 388'
LA RUSSA BASEBALL 95
EA SPORTS
MAJOR LEAGUE BASEBALL PLAYERS
© MLBPA
EA SPORTS
It's in the game.™
OFFICIAL SEGA SEAL OF QUALITY



COLLEGIATE LICENSED PRODUCT

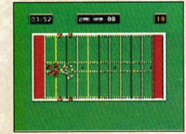
COLLEGE

NATIONAL CH

Settle It on The Field!

Fighting Irish vs. Hurricanes

Sega Sports has accepted the football challenge and is dashing toward the end zone with *College Football's National Championship.* Sega's first officially licensed collegiate football game gives exciting pigskin action, smooth game play, and plenty of options to any armchair quarterback. Play the Miami Hurricanes, Notre Dame Fighting Irish, UCLA Bruins, or 29 of your other favorite teams in various modes of play.



Watch the instant replay from the blimp. Oh my, what a play!

Play in an Exhibition against your rivals. Go for the regional title in the Divisional Challenge. Or strut your stuff in a customizable 6-home, 6-away, 12-week season race for the No. 1 ranking in the country! You can even try the 32-game Tournament.

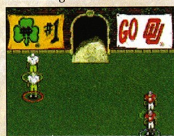
You've Got The Moves!

College Football's National Championship scores big by giving you the ultimate flexibility in player control. You control the way players fake, spin, dive, hurdle, speed-burst, stiff-arm, and even celebrate after a touchdown or an incredible play! No other football game offers so many techniques to master. If you're good enough, you might even get your stats in the Record Book — a battery backup saves 19 stats for passing, rushing, and kicking accomplishments. Six view



The Drive Summary keeps you informed of your most effective attack.

modes let you select your favorite perspective—from Behind the QB to Behind the Defensive Line to the Bird's-Eye View from the blimp. And for a close-up of the intense, hard-hitting action, an automatic zoom follows the ball carrier after a pass or a handoff. Other options include customizing the stadium (Domed, Turf, or Grass); specifying any precipitation (Rain, Snow, or Fair); even turning off the refs and the penalties so your friend (the loser) won't have any excuses. Now that you've got the moves, use 'em to find that national champion and don't forget to wear the right school colors while doing it!



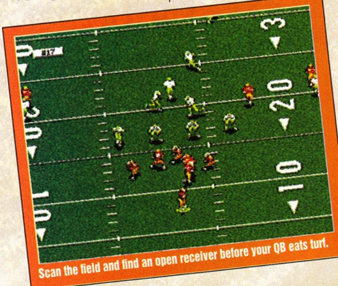
Choose your team carefully. It's not how you play the game — it's who wins that matters!

WARM-UP

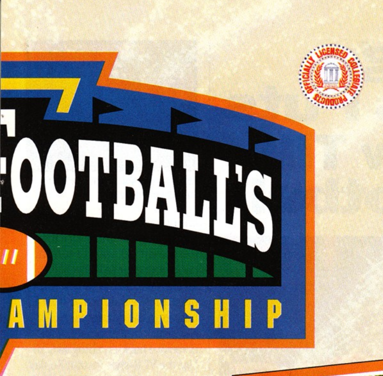
Ready for some bone-crushing, shoulderpad-busting, helmet-cracking gridiron action from Sega Sports? Jump into the collegiate ranks with *College Football's National Championship* for the Genesis. This terrific cart brings us 32 of the best collegiate teams from four regions across the country. One to four players (using Sega's Team Player Adaptor) can gear up and compete in an Exhibition game, League, or Tournament (4, 8, 16, or 32 teams), or compete for No. 1 in the Top 25 Poll. This game finally gives sports gamers the chance to determine once and for all (until next game) who the national champ really is!

PUBLISHER: **Sega Sports** PLAYERS: **1 to 4 (with Team Player)**
CONTROLLER: **3- or 6-Button**





Scan the field and find an open receiver before your QB eats turf.



Strategy and good play selection is part of any football game, in college or the pros.

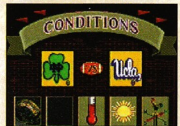
This game allows for six view angles during game play and instant replay.

Lead your receiver just enough so he can catch the ball in stride and head for the end zone.

Choose from 32 actual collegiate teams from four regions.



For first crack at the runner, Speed Burst down the field at kickoff.



Take note of the playing conditions before any important game, especially the wind speed.



Keep track of your stats throughout the game so you can be sure you're using your best players. Individual and team stats are recorded.



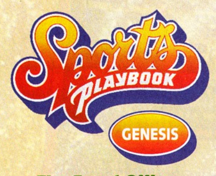

Different weather conditions require different strategies. Play it safe in the snow.



Think you can be King of the Hill in the Top 25 Poll?



- ✓ Press Button B for a 360-degree spin to break away from tackles.
- ✓ While running with the ball, Button A stiff-arms your opponents and levels them.
- ✓ Speed Burst for that extra adrenaline rush on offense or defense.
- ✓ Timing is always a critical element of pass completion.
- ✓ Go for a two-point conversion if you're behind (or just to make 'em whine when you're leading).
- ✓ Use a 6-Button controller to immediately perform maneuvers like spin and hurdle.



Sega Sports Puts A New Tilt On Football

The Front Office

Not happy with your roster? Are your players dropping like flies with game-ending injuries? In *NFL '95*, you can release or trade any of your players (put Joe Montana back on the 49ers!), or check the Free Agent wire for added roster help. All the players are ranked in 13 skill categories to make their on-field accomplishments as authentic as possible. Scout your future opponents by viewing the 1993 league rankings and records for all 28 teams.



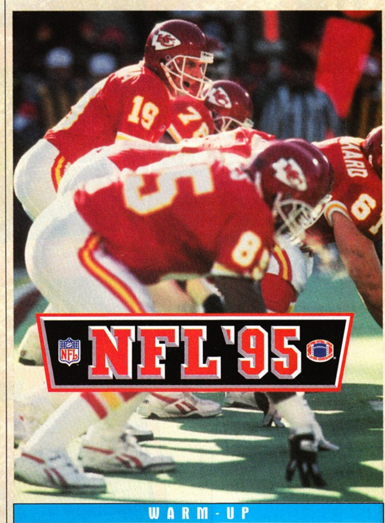
Select who's going to play, where, for how long, and in what conditions.

The Field General

From the huddle to the end of a play, you're in control. Change personnel, formations, and primary receivers all from one easy-to-learn screen. You can even customize audibles. As quarterback, you can change the primary receiver at the line of scrimmage. See an opening in the defense? Then audibilize! If an opening isn't there, send a player in motion. Or if catching the ball is your forte, press a button at the line of scrimmage and become the primary receiver. Once the ball is snapped, you can run any pass route your little football-loving heart desires. When you're open, press a button to call for a pass from the quarterback. Awestruck by a Jerome Bettis defensive back-crushing sweep? Use the VCR-style Instant Replay feature to watch it again from all the angles.



Up to four players can do battle in NFL '95.



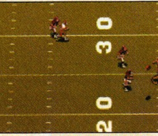
WARM-UP

Imagine Steve Young dropping back to pass, eluding a blitzing Derrick Thomas, then spotting Jerry Rice streaking 50 yards downfield and firing a strike to him for a big gain — all on one game screen! Too good to be true? Not in all-new *NFL '95*. For the first time in a Genesis football game, the playing-field perspective changes as a play is executed. This new dynamic perspective must be seen to be believed. You get all 28 NFL teams, each with a 54-man roster of current NFL players. One to four players can do battle in a single exhibition game or choose a full season schedule from any of the past three seasons including the real 1994 NFL schedule. A battery backup saves all league, team, and player stats; league standings; and player records.

PUBLISHER: **Sega Sports** PLAYERS: **1 to 4 (with Team Player)** NYR Not Yet Rated
CONTROLLERS: **3- or 6-Button**



Keep track of your team's progress throughout the season.



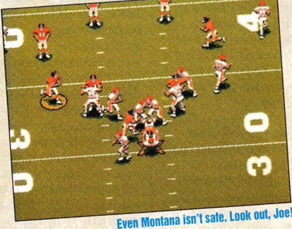
Jerry Rice makes another fantastic catch. So what's new?

Stats, Stats, and More Stats

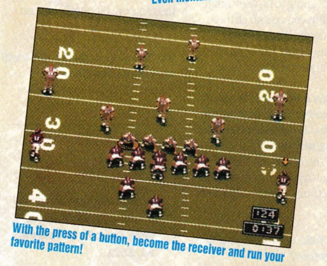
Into numbers? *NFL '95* is packed with them. Individual and team stats are accumulated after every league game, while individual and team records are kept even after a season is over. A League Leader section lets you see how your players or team stacks up against other players and teams during league play (will Dan Marino bounce back to regain his passing-yardage title?). During a game, summaries of each play, drive, and score are available. Once a game is over, check out the Highlights screen for a list of that game's top players and a scoring summary — even for computer-simulated games! With *NFL '95* you get two-point conversions, kickoffs from the 30, and missed field goals taken over at the spot of the kick. All-new rules. All-new game. All-new play experience.



NFL '95's new downfield view lets the quarterback see up to 65 yards of the field at once.



Even Montana isn't safe. Look out, Joe!



With the press of a button, become the receiver and run your favorite pattern!

Each team has three Money Players.



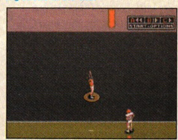
Each player has his own football-card-like profile, complete with real 1993 stats.



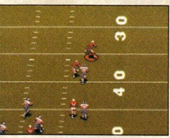
The VCR-style buttons on the Instant Replay let you see those Bone Crushing sacks in slo-mo.



You get real players and realistic performances thanks to a 13-category rating system.



It's celebration time! Thanks to Instant Replay, you can celebrate over and over!



It's a race to the sidelines!



Check out the Team Schedule, scout an opponent with Team Profile, or review the results of a past game with Highlight.

GAME GEAR

NFL '95 Scores on Game Gear

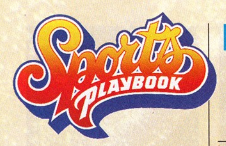
Elway, Montana, Sanders, Rice, Seau. They're all here. Real NFLPA players, real NFL teams. All 28 teams to be exact. Each with its own unique playbook, based on individual play-calling philosophies. Using the new "behind the quarterback" view, lead your favorite team through a rugged 16-game schedule and into the playoffs. With a little luck and a lot of skill, you might even make it to the Super Bowl! Use the password feature to save your progress. Game and individual stats are tracked for each game. Even the new 1994 NFL rules are here. So strap on that helmet, put on those cleats, and get ready for some of the most gritty, bone-crushing gridiron action ever seen on a portable cart.



Participating teams get to see their names in each end zone.



Following your blockers is the key when returning punts.





Digital Pictures' Slam City with Scottie Pippen

Scottie Pippen Talks Gaming with Sega Visions

Dreaming of going one on one with Scottie Pippen? You'll soon get your chance with *Slam City with Scottie Pippen* from Digital Pictures for the Sega CD. Playing as Ace, you enter a pick-up basketball game on the streets, and earn your way up to Scottie by taking on and beating players with names like Fingers, Juice, Mad Dog, and Smash. This game scores you two ways — points and respect. You've gotta earn plenty of respect before you can take on Scottie Pippen. Directed by Ron Stein, who choreographed the fight scenes in *Raging Bull* and recently directed *Prizefighter* for the Sega CD, this game took 50 crew members to shoot, packs two compact discs, and comprises more than 1,800 separate shots. Pippen, an NBA All-Star who plays guard/forward for the Chicago Bulls, was filmed recently for this very real interactive video game.

SV: How did you become involved in the game Slam City with Scottie Pippen?
Pippen: It was something that Digital Pictures brought to Nike, and they were looking for an all-around player. The people at Nike felt that I fit in. Looking at the players that play the game now and the players that they represent, I was their top choice of all-around players.

SV: This is your second video game, the first being NBA Jam, right?
Pippen: Right, exactly.

SV: Do you play video games?
Pippen: Yeah. In fact, I play *NBA Jam*. I've got it in my basement.

SV: You've got the arcade machine at home?
Pippen: Yeah. I enjoy playing video games. Especially with my son.

SV: How old is your son?
Pippen: Six.

SV: Is he a gamer?
Pippen: Well, he's a lot better than I am. Kids seem to pick up the games a little more easily than adults, because they tend to play more.

SV: Do you have a Sega unit at home?
Pippen: I have a Genesis in my basement. I keep it set up for my son when he comes over and I play against him. But, I'm not that great of a player. This new game is something that I can get involved in. I can play against myself personally, and that's a great challenge for me.

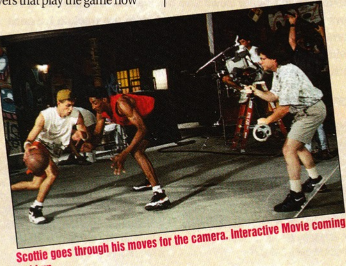
SV: How do you feel about having to set yourself up to lose?
Pippen: Well, I told 'em to put me in a position where I don't lose *[laughs]*. It's a long shot, you know. That's the way the game is going to be designed. I'm going to be challenged and you're gonna be able to beat me, but it's not gonna be easy.

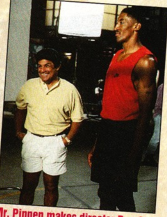
SV: How do you feel about leaving Chicago Stadium and going to a new arena?
Pippen: It's difficult. I've played my whole career there, and I like the atmosphere, the tradition, the fans — it's going to be very tough to leave. But you go into all these arenas now and they're so new — more seats, bigger locker rooms — I think it's gonna be great for us.

SV: Is this a different form of challenge for you? Setting up the shots, doing the moves for a gaming audience?
Pippen: Yes, really. It's a lot of fun. I'm also giving the guy Keith an opportunity to say he blocked my shots.

SV: The fella who's playing Ace in your game?
Pippen: Yeah. He can go to his friends and say he dunked on me and blocked my shots. But it's fun. It's acting.

SV: Would you like to see more Interactive Movies?
Pippen: I'd like to see more of this style of play. Especially when you've got the athlete really in front of you, on camera, and you realize that you're totally challenging this person instead of a character. I think kids will be able to relate to this a lot more.


Scottie goes through his moves for the camera. Interactive Movie coming right up.

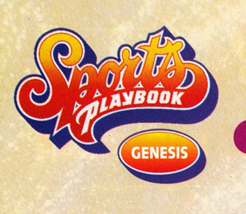

Mr. Pippen makes director Ron Stein look...well...really short.

SV: You've just gone through a whole season of basketball. This is your off-season and you're working. What do you do to relax?
Pippen: To some degree, I'm still preparing myself for the season. Basketball is my job. I've got to take care of my body. I'm still working out. I enjoy the summer and I'm trying to take some time off, let some injuries heal, and just relax. But on the other hand, I'm still working out, trying to keep my conditioning up so I can be prepared to have a long, healthy next season. Hopefully we can win another title.

SV: Thank you. Our readers will appreciate the time.
Pippen: All right. It was fun.

Scottie Pippen Info Chunks

- **Scored his career-high 43 points against the Charlotte Hornets on February 23, 1991.**
- **Walked onto his college basketball team (Central Arkansas) after originally serving as a manager of the football team.**
- **Returns annually to his hometown of Hamburg, Arkansas, where he grew up in a family of 12 kids.**
- **Grew more than seven inches, to 6 feet 7, after graduating from Hamburg High School.**



Score a Power Play Goal on Your Genesis

With the new player art, even the Face Off looks new and fresh. Hit Button B as the linesman starts to flinch to win the biscuit.

NHL 95

Goalie "Like Wall"

Choose your team and take it through a full 84-game NHL season. As the season progresses, you can follow your individual players' rankings in six league leader categories, including assists, goals, overall points, and saves. Players can even be out of the contest with multiple game injuries (it's OK for you to be excited about this — you're not injuring the actual player). You get more real hockey moves like Drop Passes, Fake Shots, and defensemen giving up the body by Blocking Shots. New player art and animations make *NHL '95* feel fresh. It's got more realistic Slap Shots, skating, and checking animations. You can now Trade Players or even create new players to add to the league. Hockey has never been more fun or more close to the real thing on your Genesis.



Pay attention to who's hot and who's not during the Scouting Report.



WARM-UP

Tuck in your sweater on the stick side, snap your chin strap, get your butt off the bench, and get onto the pond with EA Sports' *NHL '95* for the Genesis. This one- to four-player title gives ice-loving puck-heads more great gameplay elements like Drop Passes, tons more options like Player Trades, and great new animations like double pad stacks from the goalie. With current rosters and player ratings (by Neil Smith of the Rangers) based on the '94 season and much faster action than ever before, this game is all hockey!

PUBLISHER: **EA Sports** PLAYERS: **1 to 4 (with Team Player)**

CONTROLLER: **3-Button**

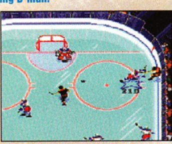


HOT HINTS

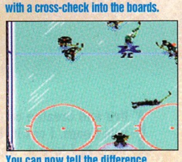
- ✔ When playing against a human opponent who's manually goaltending, use the Fake Shot to get him to react before you turn and shoot.
- ✔ Try a One-timer from a Drop Pass when you have a player directly behind you.
- ✔ The Refs are much more touchy about interfering with the netminder in this new version.
- ✔ You can readily clear an opponent out of play for a short time by hitting Button C when near the outside of the rink to cross-check him into the boards.
- ✔ With a fast player, try a wrap-around to get the goalie to commit and shoot at the open net.
- ✔ Hit Button A when defending to drop and block a shot.



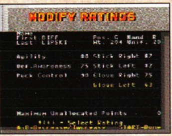
Check out the way your defensemen earn their salt now! Shoot top shelf or wait when going against a blocking D-man.



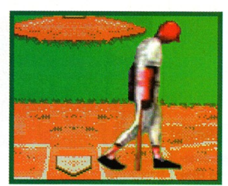
With the great new animations, you can almost feel the pain as you connect with a cross-check into the boards.



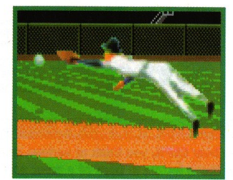
You can now tell the difference between a Slap and a Wrist Shot by just looking at the animations.



Create a team of your own players for ultimate control.



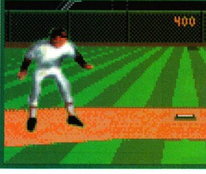
Batter hangs head in shame after strikeout. Dan Patrick rubs it in by adding "the whiff."



Infielders dive to snag line drives.

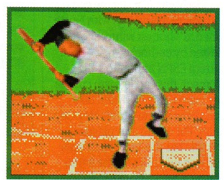


Catcher leaps up from crouch to gun down greedy baserunners.

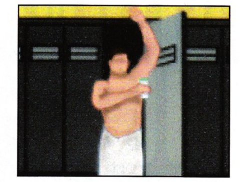


Baserunners creep slowly off the bag to avoid being picked off.

WHEN WE CREATED THIS GAME, OUR OBSESSION WITH REALISM ALMOST GOT OUT OF CONTROL.



Batters collapse in pain after getting hit by a pitch.



Players choose from three different deodorant scents: original, musk, or alpine breeze.





This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.

★★★

PENNANT FEVER EDITION

The Pennant Fever edition of ESPN Baseball Tonight is here, and it's so realistic it's scary. Players get nailed by fastballs, mope when they strike out, dive into home plate and leap back to the fence to steal homeruns.

The game is loaded with incredible CD footage. You've got Jumbotron animation after homeruns, and video footage to help you celebrate when you win the World Series.

Early in the season, choose "easy" or you'll have to watch yourself whiff during the instant replays. As you hone your skills, try the "difficult" mode. Just ignore Chris Berman when he makes you feel like a scrub.

You can play a full 162 game season (including both rounds of the LCS), and track your players' stats all the way to the final game of the Series.

It's the most intense baseball simulation you've ever played. So catch the Pennant Fever edition of ESPN Baseball Tonight on Sega CD, because...

Over 10 minutes of digitized CD footage.



28 Major League stadiums in incredible detail...everything from the Kansas City scoreboard to the ivy in Chicago.

All 28 Major League teams.

SEGA CD — PENNANT FEVER EDITION — ESPN BASEBALL TONIGHT

SONY IMAGESOFT

★★★★★★★★★★★★★★★★★★★★★★★★ **EVERYTHING ELSE IS JUST PRACTICE.**



ESPN Is Sports!

WARM-UP

When you hear ESPN, you think of serious sports spectaculars. Put those letters in front of a great new Sports title from Sony Imagesoft for the Genesis, and you've got spectacular sports in your own living room. Check out *ESPN National Hockey Night*. This game has something to offer just about any sports junkie — speed, bone-jarring crunches, finesse, and the roar of the crowd. Get your intros and comments from host Bill Clement, and skate into a game that gives you the talents of the great sports at ESPN.

PUBLISHER: **Sony Imagesoft** PLAYERS: **1 to 4**
CONTROLLER: **3-Button**

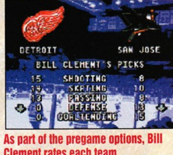
GA

What Night Is It?

Every night is *ESPN National Hockey Night*. Just slot the game, and you're ready to go with North America's hottest winter sport. Hosted by ex–hockey player and current ESPN announcer Bill Clement, this cart lets you choose any team in the NHL and take 'em all the way to the Stanley Cup finals. For one to four players, this title has the latest team stats and updated rules for the 94/95 season. Choose from two views of the action (Vertical and Side View), decide whether you want penalties and line changes, and select your favorite team — suddenly you're skate deep in the hockey action. Check out the Challenge mode to try your hand at being the Fastest Man or winning the Shootout. All in all, this is a game that gives hockey fans the chance to become coaches with winning NHL strategies.

HOT HINTS

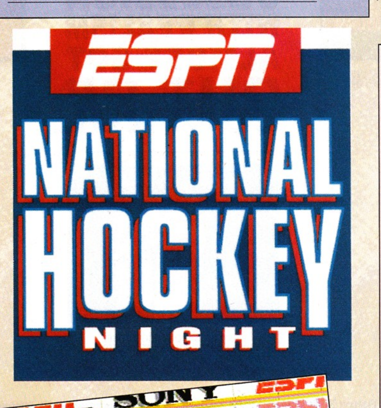
- ✔ If the penalty mode is off, you can knock the netminder down. He has trouble covering the twine when he's cleaning the ice with his butt.
- ✔ Skate directly in front of the goalie and shoot for the other corner, and you'll score regularly.
- ✔ On D, use the Speed Burst for a great chance of knocking the skater down.
- ✔ Location, location, location. More specifically, corners, corners, corners.
- ✔ Get lots of shots on goal. You can't score if you don't shoot.
- ✔ As a novice player, choose a strong team. You aren't going to get far at the outset with the Senators – try the Rangers instead.



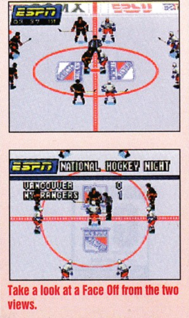
As part of the pregame options, Bill Clement rates each team.



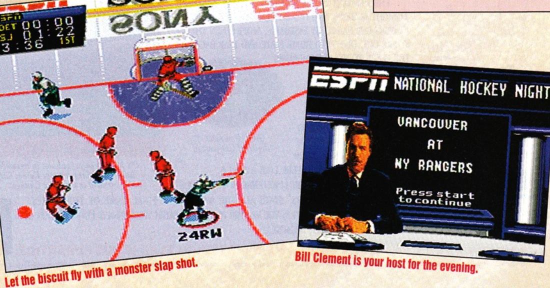
Go for a punishing cross-check. It'll do you good.



The Views



Take a look at a Face Off from the two views.



Let the biscuit fly with a monster slap shot.

Bill Clement is your host for the evening.

TOP GEAR™ 2

GET OUT OF THE PITS AND RACE IT!


Scared the competition into the pits? Whip around the track solo for stiff action against the computer.


Split screen view shows your also-ran how you do it.


You're All-World on 64 different circuits in 16 countries.


An on screen readout shows you how to win.

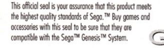






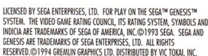


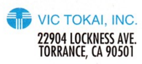




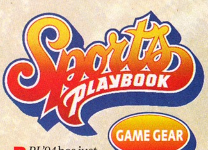








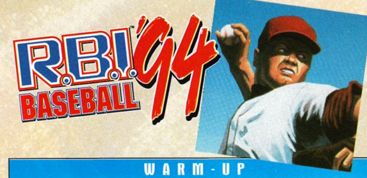
22904 LOCKNESS AVE.
TORRANCE, CA 90501



The First RBI Title for Game Gear!

RBI '94 has just about everything a fan could want. You get to choose your favorite team from your preferred recent year. For instance, select the BoSox for your choice of their '93, '90, '88, or '86 rosters. Play an exhibition game, or take it through the season, playoffs, and World Championships. With Gear-to-Gear play, you can take on the friend of your choice and show 'em why they should be playing hopscotch instead of baseball.


Swing, batta, batta, swing!



WARM-UP

March on up to the mound and get ready to chuck the leather — *RBI '94* from Time Warner Interactive has made it to your Game Gear. With more than 800 real players and all 28 real teams, this great rendition of the Genesis hit uses actual 1993 stats and records. For one or two players (Gear-to-Gear), this cart gives you the real 1994 baseball schedule for a full 162-game season. This is portable baseball so authentic that you get the *Star Spangled Banner* and you can almost hear the hot dog vendor.

PUBLISHER: **Time Warner Interactive** PLAYERS: **1 or 2**
GEAR-TO-GEAR? **Yes**




Power one over the wall. It'll do you good.


To steal a base, wait till the pitcher gets set, press and hold the D-Pad toward the base you want, and then press Button 1.

HOT HINTS

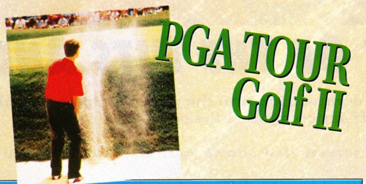
- ✔ Adjust your lineup before the game to get the best batting order.
- ✔ Select the Pitcher with the lowest ERA....duh.
- ✔ Pitch to the inside of your batter.



Bigger, Better Game Gear Golf

You can take on three built-in pros or hit the links with three of your friends in a battle for tournament prize money and prestige. Playing on six courses (two more than last time), you'll make use of better ball-flight mechanics with an extended 3-D view. Whether you spend time whacking golf balls out on the Driving Range, perfecting your form on the Putting Green, or leaping cleats-first into the Skins Challenge, this game is all golf.


Check out the Hole Browser before each round.



WARM-UP

Put on your favorite neon bermudas and some tasseled white golf shoes — you're about to go portable with *PGA Tour Golf II* from Time Warner Interactive. This one- to four-player cart weighs in at double the size of the original, uses great new graphics, takes up the whole Game Gear screen, and even offers an extended 3-D view. We just have one question: Where's the golf cart?

PUBLISHER: **Time Warner Interactive** PLAYERS: **1 to 4**
GEAR-TO-GEAR? **No**




Choose your swing strength carefully on a putt.


At the Driving Range, choose your direction and wail.

HOT HINTS

- ✔ Let the computer choose your clubs at the outset.
- ✔ Spend a little time with the Practice Rounds before leaping into the fray.
- ✔ Tight club control rewards the bold golfer at the TPC Avenel Course.

THE MAKING OF THE WORLD'S FIRST REAL TENNIS GAME.

Somebody finally made a cool tennis game. **Surprise.** It's EA SPORTS.™



First off, we took all the stuff since Pong. Studied it carefully. And **trashed it.**

Next, we got 32 players like all-time greats **Borg & Lendl.** Plus new stars like **Bruguera.**



Then we prodded. Poked. And picked coaching legend **Vic Braden's** brain.



His tips help you master an arsenal of shots to crush **Leconte's** serve and volley. Or **Laver's** baseline game.



Guess winning isn't about the shoes after all.



Next on Vic's list is **total control** of your strokes and temper.



But not too heavy on the temper, after all, close calls are part of the game.

And if pummeling your opponent isn't motivation enough, we livened things up with **16 International tournaments,** player rankings





and **tons** of prize money.

Hey, it's the real thing and it's all in here.





It's in the game.™





® IMG



VizKidz!

Extra, extra! Read all about it: Sega's got a whole lineup of awesome games just for kids. That means you. Not your Genesis-hogging big brothers. Not your bossy older sisters. And for sure not your parents.

Sega Club gives kids the most happening Action, Creativity, and Early Discovery games around. Look for old friends like Bonkers D. Bobcat, Sonic the Hedgehog, and Sesame Street's own Grover. Not enough for you? Join the new Sega Club House — a membership club just for kids — and get a hip T-shirt, a newsletter, and more. Stay tuned to Sega Visions for all the details.

Sega Club News



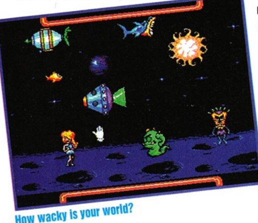
Pony lover alert: Here's a game with eight of them.

Call the Fire Engines

These Sega Club games are hot. How hot is hot? Get your fire helmet and read on!

Go wild with **Wacky Worlds.** Create your own crazy universes, then fill them up with snapping sharks, bouncing aliens, flying bats — even Sonic and Tails! If ponies are your thing, trot out your puzzle-solving skills with **Crystal's Pony Tale.** You've gotta find lucky horseshoes, magic crystals, and seven trapped ponies.

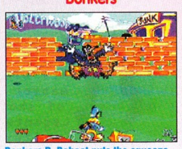
Give the old brain a workout with **Math Blaster: Episode One.** Outer-space monsters, high-speed rockets, and your good buddy Spot all add up to one great game. Younger games can practice their numbers with **Counting Cafe,** starring Grover and all their Sesame Street pals. Just turn the page for the details on all these red-hot Sega Club games.



How wacky is your world?

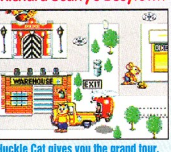
More Sega Club Titles Coming Your Way

Bonkers



Bonkers D. Bobcat puts the squeeze on trouble makers.

Richard Scarry's Busytown



Huckle Cat gives you the grand tour.

A Controller Just for Kids

Have a hard time reaching all the buttons on your Genesis controller? One Sega Kid Controller at your service. It fits smaller hands, so you have a better shot at winning all those cool Sega Club titles. And the Kid Controller has six easy-to-reach buttons, so you can play any Genesis game at all. What more could you want? Check out the jazzy blue Start button.



SEGA CLUB HOUSE SIGN-UP FORM

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Type of SEGA system(s) owned:

❑ Game Gear ❑ SEGA CD ❑ Genesis ❑ Other ______

❑ Boy ❑ Girl

T-shirt Youth Size:

❑ S (8-10) ❑ M (10-12) ❑ L (12-14) ❑ XL (14-16)

Please check SEGA CLUB titles owned:

❑ Wacky Worlds™
❑ Crystal's Pony Tale™
❑ Ecco Jr.™
❑ Disney's Bonkers
❑ Barbie™ Vacation Adventure
❑ Sesame Street® Counting Cafe™
❑ Barney's™ Hide & Seek Game
❑ The Berenstain Bears™ Camping Adventure
❑ Math Blaster® Episode One
❑ Richard Scarry's BusyTown™
❑ Other ______________

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Build Your Own Far-Out Universes

Wacky Worlds

How'd you like to create and play in your own way-out worlds? Well, listen up. Sega's **Wacky Worlds** for the Genesis lets you design your own dynamic universes from the ground up. You choose from six environments, like an alien planet or a fairy-tale kingdom. Then you fill it up with animated gremlins, flying saucers, sharks — even Ecco the Dolphin. Paint them weird colors, mix up some funky custom music, and watch your own wacky world come alive!

PUBLISHER: **Sega**	PLAYERS: **1**
CONTROLLER: **Mega Mouse (included)**	

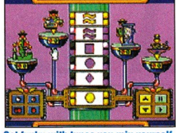


HOT HINTS

- Use the black Delete Hand to erase stickers.
- Choose stickers from more than one coloring book to make crazy combination worlds.
- Make an awesome bass solo: Turn off all the other musicians. Then click on both the solo and speed controls and hear those fast wild riffs.
- Build an underwater castle from the lost kingdom of Atlantis by using stickers from the fairy-tale book in the undersea world.
- Try poking things with the sparkling Magic Hand—you'll get some surprises!


You never know how those jungle creatures will get along.


Choose from six far-out worlds — or design them all.


Get funky with tunes you mix yourself.


Scare your sister with a world of terrifying monsters.


Don't like this creature's color? Not a problem.


Show your parents what kind of bedroom you really want.

Sonic Goes To Saturn

So you wanna build an outer-space world? Click on the spacealien world, and Sonic takes you there. It's filled with hopping Martians, flying spaceships, and crazy creepin' critters from another galaxy. Want more? Just open the book of stickers, add 'em to your universe, and watch them chase each other around! Feeling creative? Paint them even wilder colors. Next, compose a tune of your own in the Music Studio, and watch your space creatures groove to the beat.

Still not crazy enough for ya? Open another coloring book, and add a sleep-walking Frankenstein monster, a flitting fairy princess, or your favorite Sega characters. Get really zany and put them in a castle in the clouds or undersea (no, they won't drown). Get as wacky as you want. It's your world!

You wanna take a rest and come back later? **Wacky Worlds** automatically saves where you leave off — you can even trade worlds with your friends! Or you can clear everything away and start fresh — it's up to you. Things never happen the same way twice!


Make this alien open wide by poking with the sparkling Magic Hand.


What happens when a skeleton enters a fairy-tale kingdom? Scary stuff.


GAME GEAR
Aladdin
SEGA
GA
DON'T JUST SIT THERE
GAME GEAR
SEGA
START
Your wish is our command. Did you wish for Aladdin on Game Gear™? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you--just a little--is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.
SEGA
GAMEGEAR
Disney's Aladdin
Dodge flame bursts, burning lava and rocks on your magic carpet. In short--escape the Cave of Wonders before you become a shish kebab.
It's come to this. Good vs. Evil. You vs. Jafar. Seem like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.
He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)
SEGA™
GAMEGEAR
GA
Also available on Genesis™
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Genesis

A Magical Pony Roundup

Hey, pony lovers! Isn't it time for a game with a pony hero? In Crystal's Pony Tale for the Genesis from Sega, you play as a colorful pony whose buddies have been trapped by a cranky witch. To free them, you have to collect lucky horseshoes, golden keys, and magic gems. Search for these goodies by eating oats, taking a boat ride, and talking to other animals. Then look for your pals. Use your pony sense.

PUBLISHER: Sega | PLAYERS: 1
CONTROLLER: 3-Button

NYR Not Yet Rated

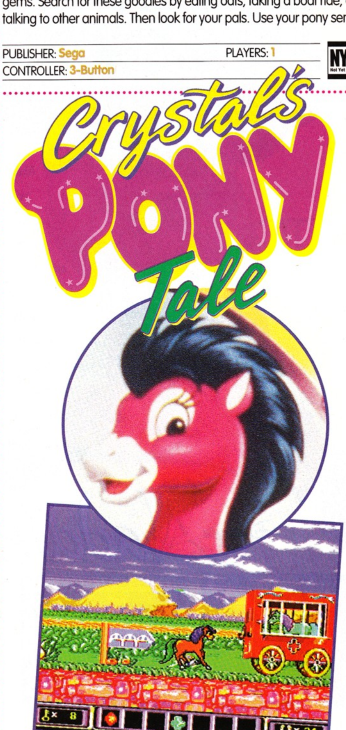

Feed the rabbit, and it leads you to a treasure chest.

A Seven-Level Pony Ride

You'll look all over the countryside to find your friends — on an animal farm, in a magic cave, even in a babbling brook. Where do you start? Press Button A at the twinkling lights for a clue. Then try chatting with the barnyard animals. They'll lead you toward treasure chests, horseshoes, magic gems, and sometimes even a trapped pony. Along your way, you'll find presents to open, secret passages to explore, and a few bad guys to dodge.

Remember: Crystal is your pony. You can paint her any color you want. You can trot through the seven areas in almost any order. You can even return to areas you've already visited — just press Button A at the magic signs. So take it from the pony's mouth: Crystal's Pony Tale is a way fun ride.


You can lead a horse to water, especially if you find a boat.



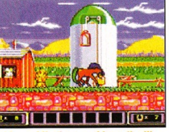
Hey! Your pal doesn't belong in a circus.

HOT HINTS

- Check behind the barn door.
- Always eat your apples. You'll find treats hidden inside.
- You can't backtrack through a toll gate.
- Musical notes are as good as horseshoes.
- Stay away from the bumblebees' honey.
- Watch out for bats in the covered bridge.


Stand back! This gremlin's trying to knock your horseshoes away.


Search high and low for magic gems.


Eat hay while the sun shines. You'll find a key in the bucket.

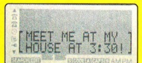


Now that's a horse of a different color.

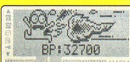




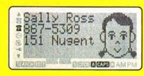
WHISPERING IS FOR GUTLESS WEASELS.



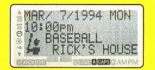
Send messages up to thirty feet away, safe and private-like.



Play the Brain Drain game against the computer, or with a friend.



Record your friends' numbers and create faces to match.



Organize every minute of your day, or at least the important ones.



Whispering's pathetic. Exactly why Sega made the IR 7000, **with fourteen different features**. So you can communicate with your friends in class without making a sound, via its invisible infra-red beam. You can even play a game with someone across the room. Plus, the IR 7000 keeps numbers, addresses, has weekly and monthly calendars, speaks ten languages, and more. So check out Sega's IR 7000. Unless, of course, you like to whisper. Yeah, right.





Clean Up The Skies With Math

Math vs. Trash

An alien spaceship has kidnapped your buddy Spot. You have to complete three levels of math action to get your pal back. First you pilot a spaceship through a galaxy of trash. Your radar gives you a math problem to solve, and you've gotta zap the garbage that has the right answer. Watch out for enemy spaceships! The next two levels have younger gamers blasting evil space critters, avoiding dangerous garbage, and becoming even more amazingly great at math.

HOT HINTS

- One plus one always equals two.
- You can shoot a spaceship or just use your shield.
- Any number divided by itself equals one.
- Do your homework.
- When you get to a new level in the Cave, shoot all the bad guys before you do the math.
- Don't try this with your Activator.
- When in doubt, borrow from the tens column.



Hey, future astronauts! One of the best Education titles of all time just landed on your Genesis. Climb aboard Davidson's **Math Blaster: Episode 1** to test your math skills and undertake a wacky outer-space mission. You've gotta solve math problems, search for a lost alien friend, and blast tons of trash out of the skies. You'll have a blast learning your math.

PUBLISHER: **Davidson**	PLAYERS: **1**
CONTROLLER: **3-Button**	

GA

It All Adds Up

Math Blaster's 12 difficulty levels make it a great adventure for kids from six to 12 years old. Junior space explorers can practice their addition and subtraction. Older brothers and sisters can get more advanced with multiplication and even division. Remember, if you want to take a real trip in outer space, you need to have your times tables down cold.



Oh no! Space aliens have kidnapped your pal Spot!



The first bonus round sends space boulders flying toward your ship.



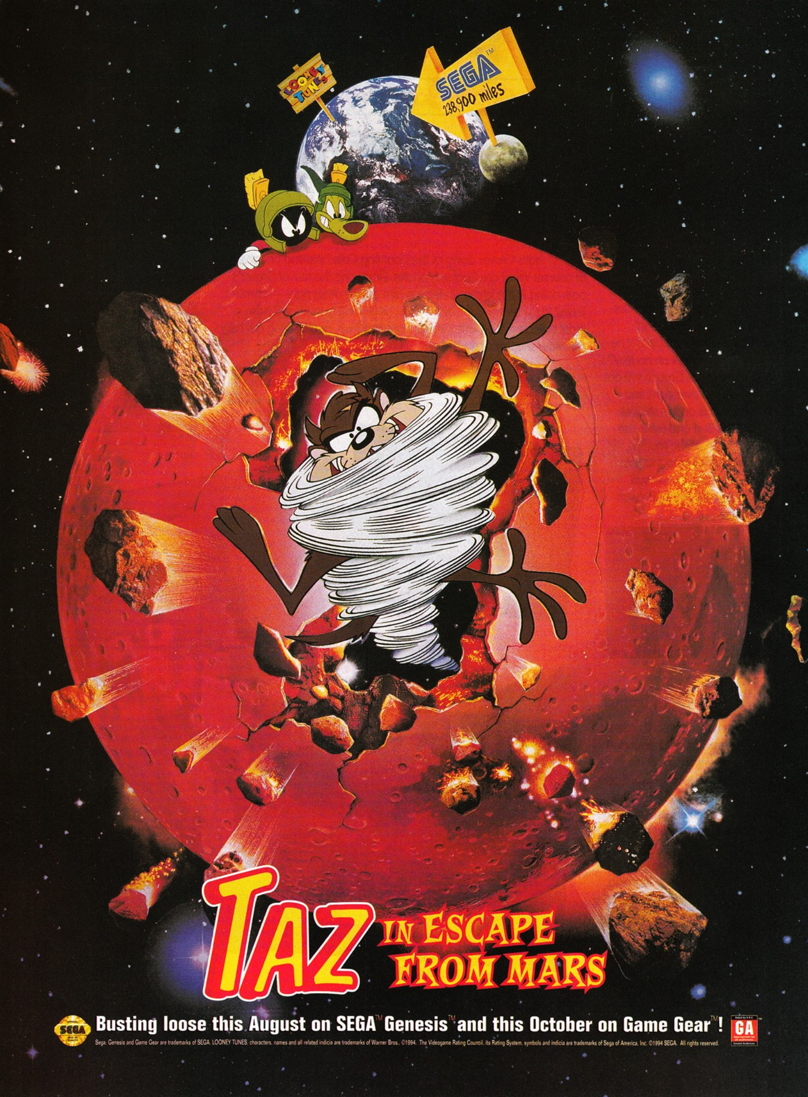
Enter the spaceship where the answer is correct.



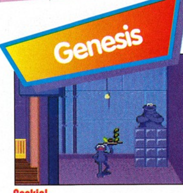
Your number isn't between 7 and 11, so you'll have to add to it before you can go up a level.

Your galactic commander tells you how to rescue Spot.

Clean up the skies! Blast the trash that has the right answer.


LOONEY TUNES
SEGA™
238,900 miles
TAZ IN ESCAPE FROM MARS
Busting loose this August on SEGA™ Genesis™ and this October on Game Gear™!
OFFICIAL SEGA SEAL OF QUALITY
GA

Genesis



Cookie!

Sega Club Welcomes the Muppets

Counting Cafe

What's Grover doing at the Counting Cafe? Waiting on tables, of course! What are Cookie Monster, Elmo, and the rest of Grover's pals doing in the kitchen? Helping him get his order right — sometimes. In **Counting Cafe** by EA*Kids, beginning gamers will have a blast collecting food with Grover, counting it up, and figuring out how the other Muppets can help.

PUBLISHER: **EA*Kids** PLAYERS: **1**
CONTROLLER: **3-Button**
NYR Not Yet Rated

HOT HINTS

- Don't give the customer more than he orders.
- Bounce on a bubble to reach higher rooms.
- Can't find the monkey? Follow the bananas.
- Cookie Monster will eat any extra food you've gathered.
- Look for ladders to climb.

Grover and Co.

As the waiter, Grover has to find all the food that the hungry customer orders — in the right amount. So what happens if he puts too many eggs on his tray? Maybe Oscar the Grouch will eat the extras. If Grover can't see what he needs on the shelves, his buddies Bert and Ernie can help out. With all the muffins, eggs, and other food that the customer wants, Grover will have to do a lot of trading with his buddies.



Oscar's fishing for some chow.



Watch out! Bert's swinging eggs onto your tray.

Watch out for Snuffleupagus. He's got a really loooong snout.

Got an extra muffin? Elmo would be happy to take it off your hands.

Hi. I'm Grover, and I'll be your waiter for this game.

Ta-Da!

When you help Grover fill orders correctly, he wins gold stars and gets to play with more of his friends. With 30 levels, **Counting Cafe** lets three- to six-year-olds really improve their basic addition and subtraction skills. And with 14 of their favorite **Sesame Street** characters in the game, kids won't want to stop learning.



Catch that monkey. He's got your gold star.


SO BIG, ONLY MADMEN, FANATICS AND 15 YEAR-OLDS WILL FINISH.
A Whole New Way of Playing Run & Jump.
5 Huge Worlds, 30 Levels.
1 or 2 Players.
Jump From World to World.
Play Easy, Tough or Near-Impossible.
Bring a Sleeping Bag.
BUBSY II™
HE'S WAY TOO COOL TO JUST RUN AND JUMP.
Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences
TM
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TM

Tiny Toons In Athletic Antics

Cars that zoom down the field! Skunks that smell up the court! Pigs that fly! Buster Bunny and friends put a wild new spin on soccer and basketball in **Tiny Toon Adventures: Acme All-Stars** from Konami. Sure, you can play ordinary sports on this Genesis cart. But why not shake things up? One to four players can go crazy! Each of the Tiny Toons has a kooky move or two. And the courts are really weird. We wouldn't expect anything less from Buster and company.

PUBLISHER: **Konami**	PLAYERS: **1 to 4**
CONTROLLER: **3-Button**	




A Grudge Match

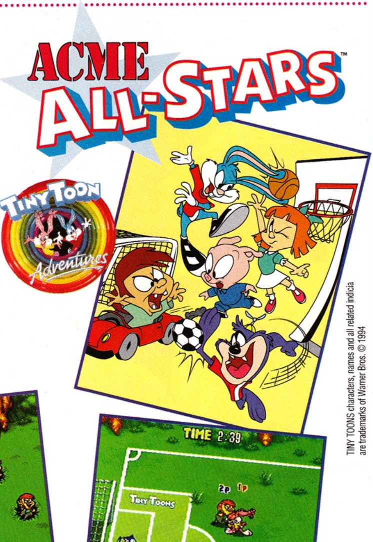
Buster Bunny is Acme Looniversity's star athlete. Mean Montana Max heads the other team. Each of the Tiny Toons will do anything to win. They'll deck each other. They'll hug each other. And the drama doesn't end with moves like those.



Whoooa! Oil slicks can send even sure-footed 'toons sailing on the Downtown court.

You can play in a regular stadium. Or you can make the game tougher on four courts filled with traps. Watch out for bouncing barrels and bucking horses in the Western arena. And don't trip over toy trains in Monty's Playroom. Doesn't this guy every clean his room?

Wanna get really strange? Check out the three Acme All-Star subgames (press the D-Pad Right at the Game Select screen). Race through the Obstacle Course with up to three friends — watch out for falling cameras! Test your aim in the Bowling game. Or hammer away at the bully in Montana Hitting. Don't hit Elmyra by mistake! No matter which game you play, the Acme All-Stars will give you tons and tons of zany fun.





Buster gets his revenge on Montana Max in the Montana Hitting subgame.

Slug your opponent to steal the ball by pressing Button A.

HOT HINTS

- Fake out the other team by passing to a teammate instead of shooting.
- Hamton's strength is soccer goal tending.
- Calamity Coyote is great at long shots.
- Bushes can trip you up in the Forest.

Wacky Sports Tricks

Each character has an unstoppable special move for stealing the ball and taking it down the court. Just press Button C when your player's Kill Power is full.



The most high-flying pros have nothing on Montana Max.



Buster Bunny's dash leaves his opponents in the dust.



Elmyra distracts the competition with a fetching tug on the arm.



Take Dizzy Devil for a spin.

A Junior Wizard Learns the Trade

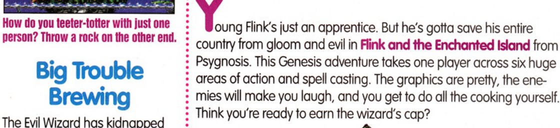


Flink And the Enchanted Island

Young Flink's just an apprentice. But he's gotta save his entire country from gloom and evil in **Flink and the Enchanted Island** from Psygnosis. This Genesis adventure takes one player across six huge areas of action and spell casting. The graphics are pretty, the enemies will make you laugh, and you get to do all the cooking yourself. Think you're ready to earn the wizard's cap?

PUBLISHER: **Psygnosis** PLAYERS: **1**
CONTROLLER: **3-Button**

GA



How do you teeter-totter with just one person? Throw a rock on the other end.

Big Trouble Brewing

The Evil Wizard has kidnapped the island's leaders. To rescue them, you'll swing from vines, send trolls spinning, and mix up some powerful spells. How'd you like to stir up a Lightning Bolt or a Power Punch? Be warned, though: Spell mixing's not easy. (It's also probably too tough for very young gamers.) First, you need special ingredients, like feathers and rings. You also need a flask of magic, which you fill by beating enemies and opening treasure chests.

Which ingredients make which spells? That's where scrolls come in. They're like recipes: They tell you what you need to collect and what you can cook up. You'll find them scattered throughout your journey. Dangerous Vikings, zombies, and dragons will probably be nearby, so look sharp. Real little wizards might want to wait a year before they try to save the Enchanted Island. But for most aspiring mages, **Flink** is a lot of fun.

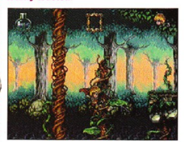


HOT HINTS

- After you've emptied a treasure chest, throw it at an enemy.
- Enemies can wake up after you bounce on them. Toss them out of the way.
- Call a cloud to leave an area you've completed.
- If you fall in the water, jump your way to land.
- Throw enemies at each other.



Great balls of fire! Jump before you're totally toasted.



No way up? Make like Jack and climb the stalk.



Slide into the trolls to take them all out at once. (Don't try this with your friends.)



Bounce on bad-breath to find a treasure chest.



Catch a ride on an ape's tail. He'll complain a bit, but he'll take you to the next island.



Combat the Evil Wizard with a few spells of your own.

The Sega Visions Save the Contest

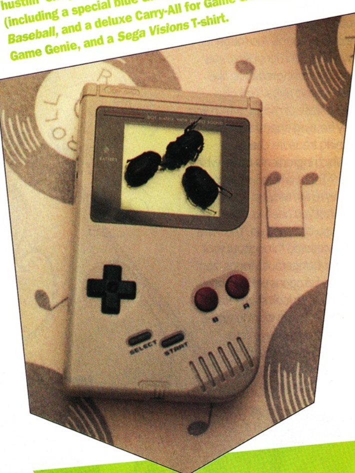
We asked Sega Visionaries to come up with ways to recycle those clunky old one-color portable game machines. After all, now that everyone can play outstanding full-color games on their Game Gear systems, we didn't want to see a bunch of wheezy monochrome antiques filling up our already bloated landfills. These are the best suggestions we saw:



GRAND PRIZE

Disco Dance Floor for Cockroaches

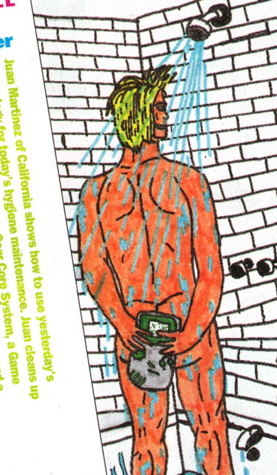
Thanks to Jeremiah Henley, age 6, of Oklahoma for this bug-hustlin' entry. He wins a limited-edition Game Gear Sports Pack (including a special blue Game Gear, the smash hit *World Series Baseball*, and a deluxe Carry-All for Game Gear), a Game Gear Game Genie, and a *Sega Visions* T-shirt.



FIRST PRIZE

Butt Scrubber

Juan Martinez of California shows how to use yesterday's technology for today's hygiene maintenance. Juan cleans up with this one, winning a Game Gear Core System, a Game Gear Game Genie, the Game Gear title of his choice, and a *Sega Visions* T-shirt.



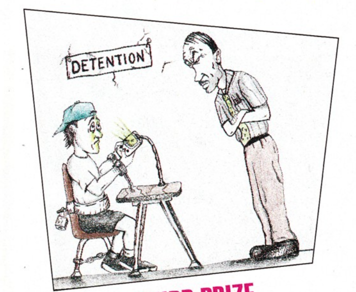
Look for the Incredible Hulk contest winners next issue!

Planet Winners!

SECOND PRIZE
Soap Boy



Drew Pauley of Minnesota advises us to turn our old monochrome game machines into liquid-soap dispensers. "All it takes is a drill and a screwdriver," he writes. "Flip open the back, dump out all those ancient LCDs and vacuum tubes, put it back together carefully (so it won't leak), and drill a small hole in the top. Insert a pump, and voilà! Makes a great gift." Drew can work up a lather playing the Game Gear title of his choice, using his Deluxe Carry-All for Game Gear, and wearing his *Sega Visions* T-shirt.



THIRD PRIZE
Punishment in Detention

Eric Dove of California shows a streak of school sadism, winning himself the Game Gear title of his choice and a *Sega Visions* T-shirt in the process.

HONORABLE MENTIONS

Each winner of an honorable mention receives a *Sega Visions* T-shirt:

Vomit Inducer
Trevor Dubber and Chad Seaman, Kansas

Science-Fiction Movie Prop
Stephen Pierson, Illinois

The Universal Science Fiction Movie Prop

Crash Test Dummy

Crash-Test Dummy
David Cole, California

Use the old monochrome portables in Earth's orbit as a patch for the ozone layer!

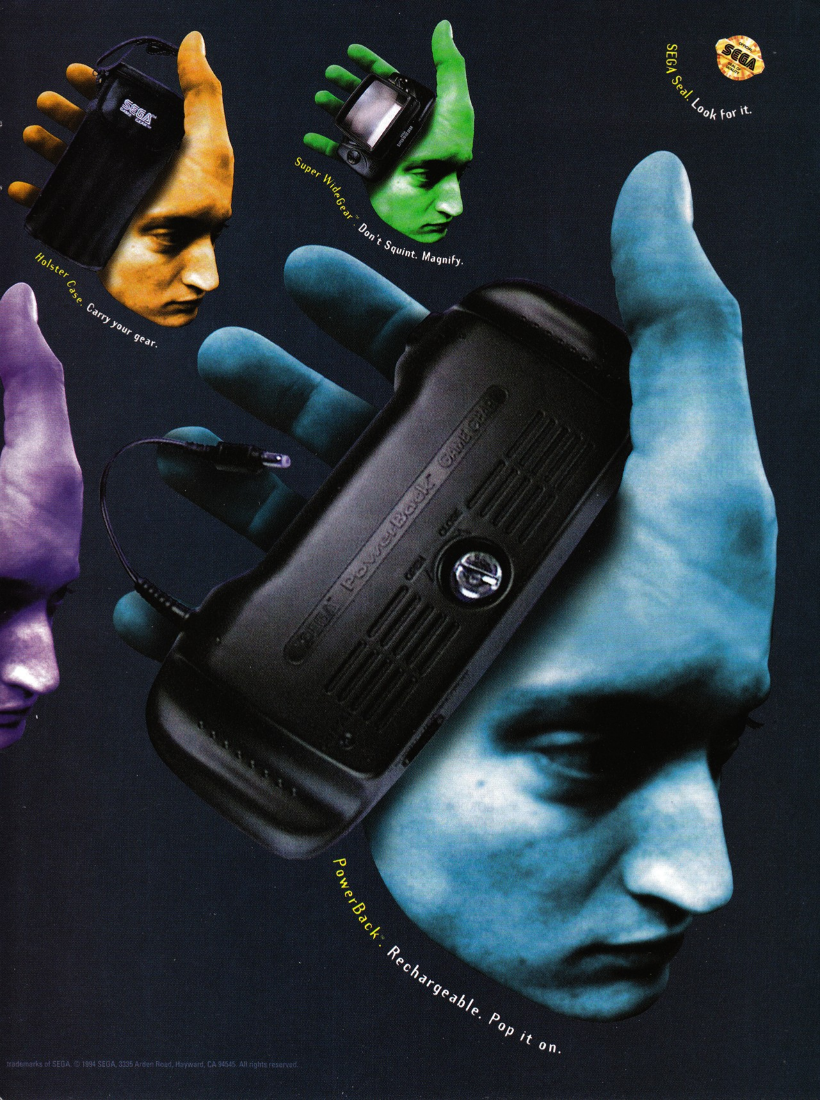
Looks like there's no intelligent life here!

(also good to keep pesky alien invaders away)

Patch for Ozone-Layer Holes
Bill Lott, West Virginia



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Super WideGear™. Don't Squint. Magnify.
PowerBack™. Rechargeable. Pop it on.
SEGA
POWERBACK
GAME GEAR



Are you a winner? Check out Sega Visionaries. If your name's in print, you've won a totally awesome not-for-sale-in-*any*-store-make-your-friends-turn-puke-green-with-envy Sega Visionaries T-shirt. If you didn't win a T-shirt this time, all we can say is...it's not too late! Just send us your hottest hints, coolest codes, awesomest (?) scores, and anything else you think should go into the Sega Visionaries section. If your stuff gets printed, you get a Sega Visionaries T-shirt. It's that simple.

Deep Secrets



Photo by Steve Ackrich, Palancar Reef, Cozumel, Mexico

Coolest Envelope Art



Greg Wilcox of New York wins a Game Gear Game Genie from Galoob for his out-of-this-world look at Sonic and his cosmic compadres.

Top Scores

Title	Score	High Scorer
Buster's Hidden Treasure	1,435,700	*C. Marsh, Hammond, IN*
Gauntlet 4	249,741	*P. Boadry, FH, MA*
Time Gal	1,493,000	*A. Dubicki, Patchogue, NY*
Toe Jam & Earl II	1,272,400	*B. & B. Amareld, address unknown*

Blast the Empire

For all those *Star Wars* fans, here are the codes for *Rebel Assault* for the Sega CD:

Easy	Normal	Hard
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYNX
RALRRA	LEENI	DEFEL
FRIJA	THRAWN	JEDGAR
LARFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYYD
TANTISS	MUFTAK	OTTEGA
OSWAFL	RASKAR	RISHII
KLAATU	JHOFF	IZRINA
IRENEZ	ITHOR	KARRDE
LIANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS

A. Bonnani, Secaucus, NJ

Bitchin' Skitchin' Codes

SKITCHIN'™

Check out these passwords for *Skitchin'*:

City	Code	Cash
Denver	FTKKFOGOGT0I	$211
San Diego	STFLLYBSSTRV	$268
Seattle	RSHMOJJFRSFA	$294
San Francisco	SJ0E IA54SJJ0	$380
Los Angeles	F15DTV42G13W	$463
Washington	EGUTVSVLASVS	$437
Toronto	TB3DXRNJ0SND	$472
Detroit	W2YHTNHCGAD2	$597
Chicago	THADRSFHSJH0	$720
Miami	TJKBJ3TFSDZR	$10,754
New York	4TB4MOYC0DMZ	$10,360

J. McNamara, Carmel, IN

continued on page 120


WORLD CHAMPIONSHIP
SOCCER™ II
No bruised shins. No lame refs.
No butter-fingered keepers.
Otherwise, the real thing.
WORLD CHAMPIONSHIP
TEAM: BRAZIL
STYLE: 4-4-2
TYPE: PLAYER
CUSTOMIZE
PLAY CHAMPIONSHIP
EXIT
You now control the fate of 32 teams from 32 countries. Who will be world champion?
GERMANY
4-4-2
5-4-1
4-5-1
5-3-2
3-5-2
4-3-3
ATTACK
DEFEND
You have 8 professional offensive and defensive formations to choose from. Your opponent doesn't have a chance.
REPLAY
Instant replay confirms it. The Brazilian forward just fired the game winning goal.
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Dark Wizard Magic



A tip on the CD game *Dark Wizard:*

When you're battling with the main castle defender, don't kill him too quickly. Surround him as soon as possible. Attack him until his points are below 50, then end your turn. Most times he'll use Megarestore. Then begin the attack again. Repeat this process, moving your men in and out so that all of them build up levels. By saving the game frequently, you get truly powerful allies in no time. This also builds up points for your castle defenders.

S. Schipper, Honolulu, HI

Secrets of Arrakis

Here are some codes for *Dune: The Battle for Arrakis:*

Level	Atreides	Harkonnen	Ordos
2	Diplomatic	Demolition	Domination
3	Spice Dance	Spice Satyr	Spice Sabre
4	Eternal Sun	Burning Sun	Arraikissan
5	Deft Hunter	Dark Hunter	Cold Hunter
6	Fair Mentat	Evil Mentat	Wilymentat
7	Ask Like Nny	ItsJoeBwan	Slymelanie
8	Sonic Blast	Devastator	Stealthwar
9	Dune Runner	Deathruler	Powercrush

A. Martin, Lake Worth, FL

Hot Pink Codes

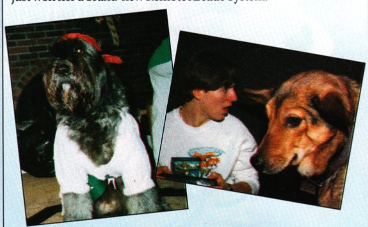
Here are a couple of cool codes I found for *Pink Goes to Hollywood* for Genesis:

When you turn on your Genesis, press and hold Buttons A and C on Controller 1. At the same time, press and hold Button B on Controller 2 until the word *TecMagic* appears. You should hear a crash. Pause the game, and press Button C on Controller 1 to activate the cheat mode. On Controller 1 press Left or Right to change the level, press Button B to become invincible, or press Button A to restore life.

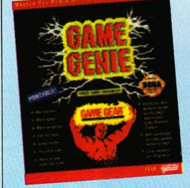
J. Sumners, Covington, GA

Sega Pets

Watch for the upcoming issue's Sega Pet winner. In the meantime, to whet your appetite, here's Activator Dog! Brought to us by three-year-old Osita C. from Oregon. Her ninja look-alike puppy just won her a brand-new Remote Arcade System.



From the giant city of New York comes the giant dog Princess. This humongous hound just won her owner, D. Haner, a sparkling new Game Gear Game Genie! (Maybe we shoulda sent her a giant pooper scooper.)





Go Way out of This World

HEART OF THE ALIEN™

OUT OF THIS WORLD PART II

Here are the codes to all the levels in *Out of this World* for Genesis:

Level	Code	Level	Code
1	LDKD	7	KRFK
2	HTDC	8	BRTD
3	CLLD	9	TFBB
4	LBKG	10	TXHF
5	XDDJ	11	CKJL
6	FXLC	12	LFCK

A. Horwitz, Peru, NY

It's time for another run, Chummer!

SHADOWRUN®

GENESIS™

Rated by V.R.C. MA-13 Parental Discretion Advised. Mature Audiences

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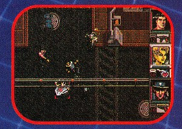
Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

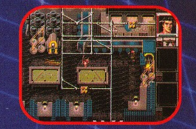
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Jack into the Virtual World
of the Matrix and get ready for intense cybercombat!



Fight Back!
Real-time combats lets you actively control characters as the actions heats up.



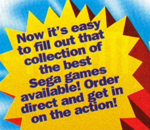
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Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!







You've got the Skill...You've got the Guts...and Sega™ Genesis™ has all the Magic and Technology you need!



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Sonic CD

More than 50 (yes, 50) levels of nonstop Sonic adventure! Go head to head with Metal Sonic, Dr. Robotnik's latest evil creation, in a race to save the world! 4407 54.99

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Genesis

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For Genesis Model MK-1631

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Sylvester and Tweety in Cagey Capers



"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.

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- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
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- Grab items found in the background to make difficult, but climbable stacks!

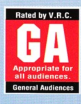


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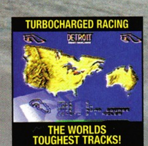


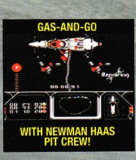


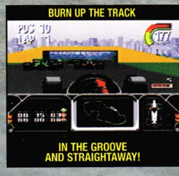




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